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ANSWER: The real Gatorade flavors: Wild Apple, Fruit Punch, Strawberry Kiwi, and new Midnight Thunder. More Gatorade, more fun. Got it? Good.

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NICKELODEON MAGAZINE ISSUE 43 AUGUST 1998

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When you see this

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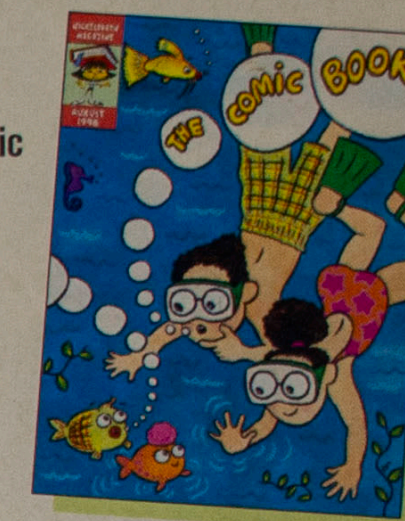
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CRAG BARRETT

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Letters to the Editors

Dear Nick Mag,

How do you interview so many people? You act as if they live upstairs!

Libby B., age 10½
Chesterfield, Missouri

Dear Libby,

Ha, ha! Of course they don't live upstairs! We contact the people we interview through an agent or publicist (someone paid to arrange a celebrity's interviews and appearances). Then we—

Hey! Stop that racket, you two! Excuse us, Libby. That darn Kristen Johnston and Scott Wolf are horsing around upstairs again, and we just can't concentrate!

Dear Nick Mag,

I love Zelda Van Gutters! Can you make an entire issue about her or send me a huge picture of her?

Danny S., age 10
Oak Ridge, New Jersey

Dear Danny,

Unfortunately, your request came late, and we ended up giving this issue a summer theme. But in honor of Zelda, and of hot drooling dogs everywhere, here's a nearly life-size photo of her tongue! Hope you lick it—er, like it!



Dear Nick Mag,

My sister is so obsessed with Hanson! She has more than 140 Hanson posters and won't stop talking about the band. One time I walked in on her and she was trying to feed her posters! What should I do?

Megan C., age 10½
Roseburg, Oregon

Dear Megan,

Our advice: Get in on the action. With a carefully drilled hole through the wall behind Taylor Hanson's poster "mouth," you may have all the extra snacks you'll ever need.

Send your letters to:

Letters to the Editors
NICKELODEON MAGAZINE
1515 Broadway, 41st floor
New York, NY 10036

Please include your name, age, address, and phone number.

Or e-mail us at: NickEditor@aol.com

NICKELODEON
magazine

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ROVING REPORTER

Zelda Van Gutters



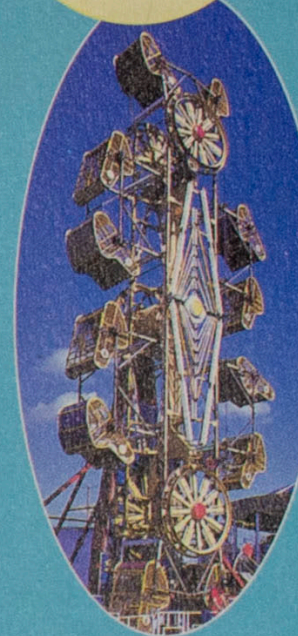
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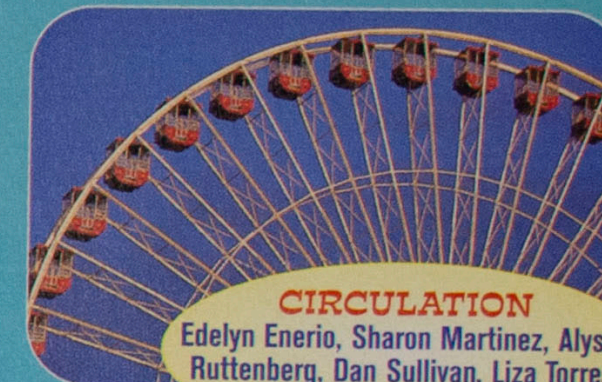
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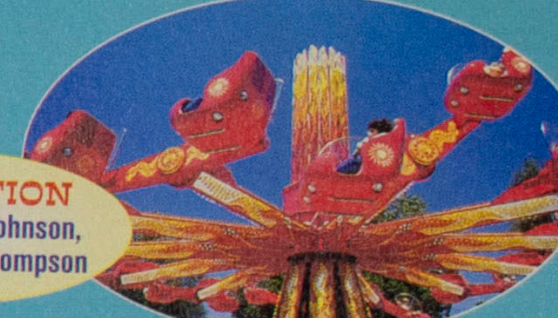
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For subscription information, please see page 62.

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NICKELODEON MAGAZINE AUGUST 1998



Whatever We Want

Come Fly With Us

Welcome aboard our Summer Issue. It's *plane* to see that our page numbers are getting a lift along the bottom of the page. Please fasten your seatbelts, secure your tray tables, and return your seat to its full, upright position. The Comic Book can be used as a flotation device. Thanks for flying with NICKELODEON MAGAZINE.

We All Scream for...Cow Chips?

Chances are you'll be eating ice cream during the dog days of summer. Here are some flavors we'd like to see.



I'll have a double scoop of Butterscotch Terrier.



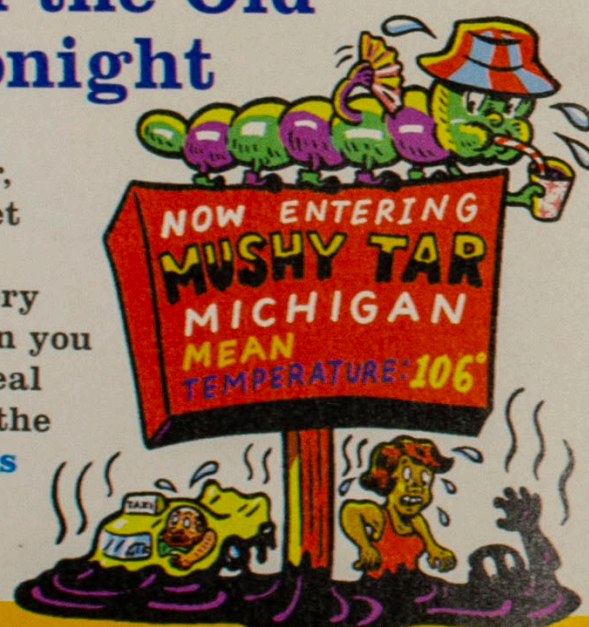
Baby, It's Cold Inside

Is your air conditioning on too high? If you can check three or more items below, it's time to switch to Low Cool.

- ___ You can see your breath.
- ___ Your hand has frozen to the doorknob.
- ___ Your sibling is ice-skating in the tub.
- ___ Snow comes out of the water faucet.
- ___ People ask if they can store meat and ice cream in your living room.
- ___ You find yourself wearing mittens.
- ___ You open the refrigerator door to warm up.

We'll Have a Hot Town in the Old Time Tonight

In the summer, some towns get hot. And some places have very hot names. Can you find the five real places among the fakes? **Answers on page 62.**



Tip Top Temperature, Tennessee

Hot Springs, Arkansas

Broken Fan, New Mexico

Perspiration Point, Alaska

Fire Island, New York

Mushy Tar, Michigan

Burnt Corn, Alabama

Flaming Gorge National Recreation Area, Wyoming

Heat Rash, Massachusetts

Sparks, Nevada



NICKELODEON MAGAZINE AUGUST 1998

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1. To enter: You must have your parents' permission to play. From a touch-tone phone only, between 8:00 AM & 11:00 PM, Eastern Time, from 7/1/98 through 10/31/98, call the toll-free number found on specially marked packages of Nabisco cookies and crackers. When calling, you will need to provide the last 5 digits of the UPC # found on the Brand Seal on the specially marked package, and your home phone #, including area code. Limit 1 call per day from each phone #. Calls must originate from within the 50 United States, including Wash. D.C. Computer-generated calls not accepted.

No Purchase Necessary—For complete rules, toll-free entry #, list of toys and snacks included in prizes and a qualifying UPC, send self-addressed, stamped envelope to: 1998 "Cool School Bus" Request, P.O. Box 3364, Dept. E, St. Cloud, MN 56397-3364. Qualifying UPC by calling 1-888-749-3258. Information line will only be open during time period specified.

2. Grand Prizes will be awarded at end of program in random drawing from among all eligible, completed calls received in each of the 50 United States and Wash. D.C. Calls from Wash. D.C. will be combined with calls from MD. Please note that calling several times per day will not allow you to be entered into the drawing more than once per day—only one call per day from any given phone number will be entered into the Grand Prize drawing! Drawing conducted on or about 12/15/98. 1st and 2nd Prize Winners will be selected via random intercepts of calls during program period. Will be notified that they have won during call, & will be notified by mail within 6-8 weeks of winning call. Grand Prize Winners will be notified by mail on or about 1/15/99.

3. Prizes & approx. retail values: Grand Prize (\$50,000)—A "School Bus" full of Tiger toys & Nabisco snacks, consisting of a variety of Tiger toys & Nabisco snacks selected by sponsor. Grand Prize includes delivery of (ARV—\$3,000.00 each); 1st Prize (\$500)—Five Tiger toys & one case of Nabisco snacks, selected by sponsor (ARV—\$125.00 each); 2nd Prize (2,500)—A Tiger toy selected by sponsor & a doopoon redeemable for a free Nabisco snack product up to \$3.50 & persons living in household of each are not eligible. Void where prohibited. Limit 1 prize per calendar month per phone # (phone from which call was placed). Limit 1 Grand Prize per household, address or family. Odds of winning Grand Prize depend on total # of eligible calls received in each state. Odds of winning 1st or 2nd Prize depend on total # of eligible calls received. Parents or legal guardians of potential Grand Prize Winners are required to execute an Affidavit of Eligibility & Publicity/Privacy Release without notice or additional compensation, except where prohibited by law. Prizes may be awarded in name of parent/legal guardian. Taxes are winner's responsibility. No transfer or substitution of prizes, except that sponsor reserves right to substitute prize of equal or greater value. By participating, entrants agree to abide by Official Rules & acceptance of prize grants sponsor right to use winner's name, city, & state of residence and/or likeness for advertising/promotional purposes, in print, in person, or in any other manner, without notice or additional compensation. Sponsor & its agencies not responsible for any losses due to lost, late, postage-due, or misdirected mail or original agents from any and all liability for any loss, harm, damages, cost or expense, including without limitation property damages, personal injury and/or death, arising out of participation in this Sweepstakes or the assistance, use or misuse of the prize.

4. Open to legal residents of the 50 U.S. states and D.C. between the ages of 5 and 16 as of 10/31/98. Employees of Tiger Electronics, Ltd., Nabisco, Inc., its affiliates, subsidiaries, agencies, suppliers, phone providers, retailers, immediate families of each total # of eligible calls received in each state. Odds of winning 1st or 2nd Prize depend on total # of eligible calls received. Parents or legal guardians of potential Grand Prize Winners are required to execute an Affidavit of Eligibility & Publicity/Privacy Release without notice or additional compensation, except where prohibited by law. Prizes may be awarded in name of parent/legal guardian. Taxes are winner's responsibility. No transfer or substitution of prizes, except that sponsor reserves right to substitute prize of equal or greater value. By participating, entrants agree to abide by Official Rules & acceptance of prize grants sponsor right to use winner's name, city, & state of residence and/or likeness for advertising/promotional purposes, in print, in person, or in any other manner, without notice or additional compensation. Sponsor & its agencies not responsible for any losses due to lost, late, postage-due, or misdirected mail or original agents from any and all liability for any loss, harm, damages, cost or expense, including without limitation property damages, personal injury and/or death, arising out of participation in this Sweepstakes or the assistance, use or misuse of the prize.

5. For list of Grand & 1st Prize winners, available after 2/1/99, send a self-addressed, stamped envelope to: Nabisco Winners, P.O. Box 3528, Dept. D, St. Cloud, MN 56397-3528, to be received by 4/1/99. Sponsor: Nabisco, Inc. Promotional Agency: Graddy & Associates. © 1998 Nabisco, Inc.

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Sizzlin' Stars

Even celebrities need a vacation once in a while.

Real

Hatty Jones of *Madeline*



What's your favorite way to travel?

By plane. I love planes.

How do you pass the time on long flights?

I read, I write, and I try to sleep—but I never can.

Kristen Johnston of *3rd Rock From the Sun*

Did you take many family trips as a kid?

Yes, all the time. We had a houseboat, and we'd go up and down the Mississippi River all summer.

What was your favorite family vacation?

The first time I went to Paris. I was about thirteen, and I remember thinking "I *have* to live here." I've been back a couple of times since then, but I don't speak French. I wish I'd paid attention in high school!



Alexander Chaplin of *Spin City*



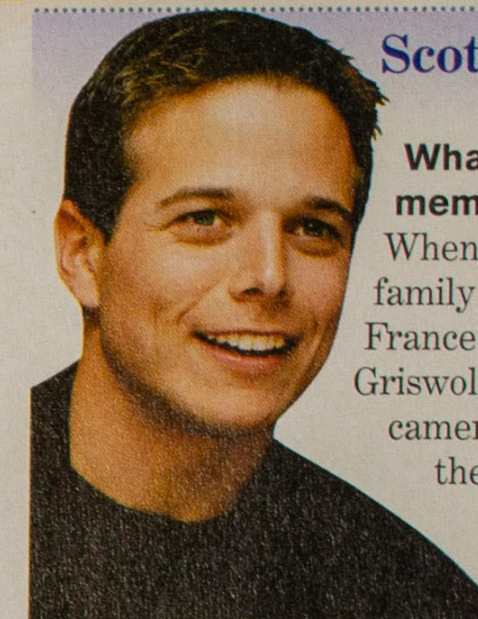
Have you ever gotten seasick?

I wasn't exactly seasick, but I went snorkeling on my honeymoon, and I swallowed too much water. It was disgusting and embarrassing, because I got sick on my way back to the boat.

Spew City.



Scott Wolf of *Party of Five*



What was your most memorable vacation?

When I was seventeen, my family went to Italy and France. We were like the Griswolds—my dad had a video camera attached to his face the whole time, but we still had a good time.

Lindsay Lohan of *The Parent Trap*

The twins you play in the movie meet at camp. Have you ever gone to camp?

I've been to day camp, but I never went to sleep-away camp. I'd get too homesick.

Which do you prefer: summer or winter vacation?

Summer, because there's so much more to do. I like to wear shorts, play outside, and go swimming.



R.L. Stine, author of *Goosebumps* books

Did you take many family trips as a kid?

We had horrible, horrible vacations. I grew up in Ohio, and my family used to rent a cottage on Lake Erie. In those days, Lake Erie was thick [polluted], and my brother and I would play in it, not knowing it was bad.

It sounds like good preparation for writing scary books.

It was a horror story.



NICKELODEON MAGAZINE AUGUST 1998



HIDE PARK

There's more to this park than meets the eye. More than 100 everyday objects are hidden here. For example, the sail on the little sailboat is a tortilla chip, the swing-set poles are pencils, and the gravel in the playground is poppy seeds. How many more objects can you find?
Hint: Concentrate on one area at a time. Answers on page 62.

Created by Joan Steiner for
her book, *Look-Alikes*



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Child's Name _____
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 City _____ State _____ Zip _____ Birthdate _____

Parent's Signature _____

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JN043N1

HIDE PARK



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Created by Joan Steiner for her book, *Look-Alikes*

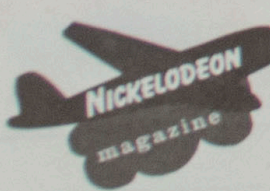


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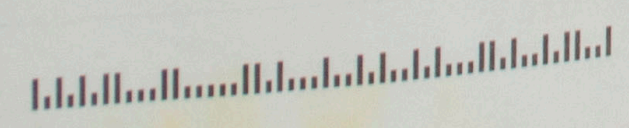
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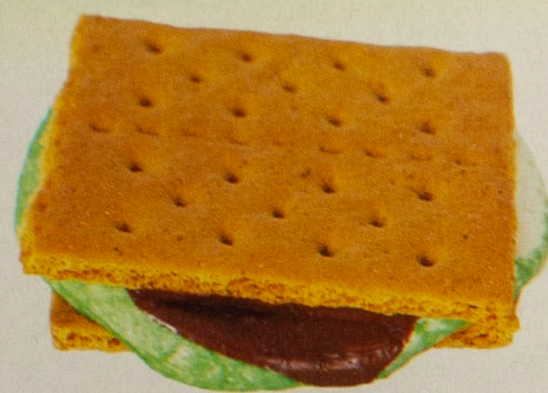


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Slimed S'more



Whether you're parked in front of the television or next to a campfire this summer, have s'more fun with this slimy snack.

by Amy Wilson

Microwave Directions*

1. In a small bowl, mix together the water and the food coloring. (You'll have enough to dye lots of marshmallows.) Drop a marshmallow in the mixture, and use a fork to roll it around. Make sure it turns green on all sides. Lift the marshmallow out with the fork (so your fingers don't turn green) and set it aside on a plate.
2. Put one graham cracker square on a paper plate. Put the chocolate pieces on top, and have an adult microwave the whole thing for about 15 seconds—until the chocolate is a little melted. Remove and set aside.
3. Put the green marshmallow on the second graham cracker square, and have an adult microwave it on a paper plate for 10 to 15 seconds. The marshmallow will puff up to about the size of a tennis ball.
4. Place the chocolate-covered graham cracker face down on the marshmallow graham cracker. Smoosh them together like a sandwich, so the slime oozes out. Let it cool for at least 60 seconds. Enjoy!

***Important:** Make sure an adult helps when you microwave. Some ovens heat faster than others.

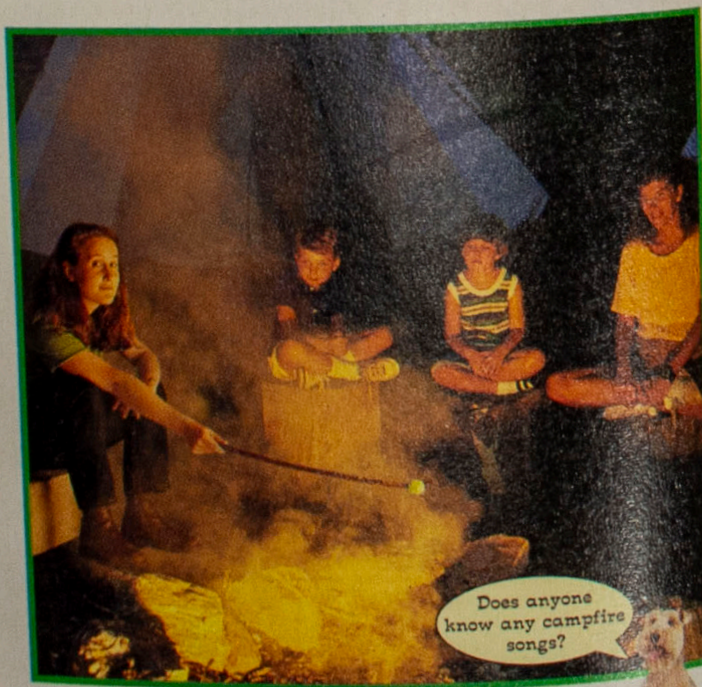
Ingredients

For each s'more you will need:

- 1 adult (to help)
- A small bowl
- ¼ cup water
- ½ teaspoon green food coloring
- 1 marshmallow
- A fork
- Paper plates
- 1 graham cracker broken into two square pieces
- 2-3 squares of a chocolate bar
- A stick or skewer (for campfire method)

Campfire Directions

1. Follow step 1 from the microwave directions, but after removing the marshmallow from the food coloring mix, let it sit for three minutes to allow the green color to soak in. (Or, dye the marshmallows before you leave the house.)
2. Place the chocolate pieces on one graham cracker half and set aside.
3. Put the marshmallow on the end of a stick or skewer. With an adult's help, toast the marshmallow over hot coals. Rotate often and be careful not to let the marshmallow catch on fire. When the marshmallow is lightly toasted, golden green, and gooey inside, remove from the heat.
4. Use a fork to slide the marshmallow off the stick and onto the chocolate-topped graham cracker. Cover with the other graham cracker half, smooch it down, and let it cool. Enjoy!

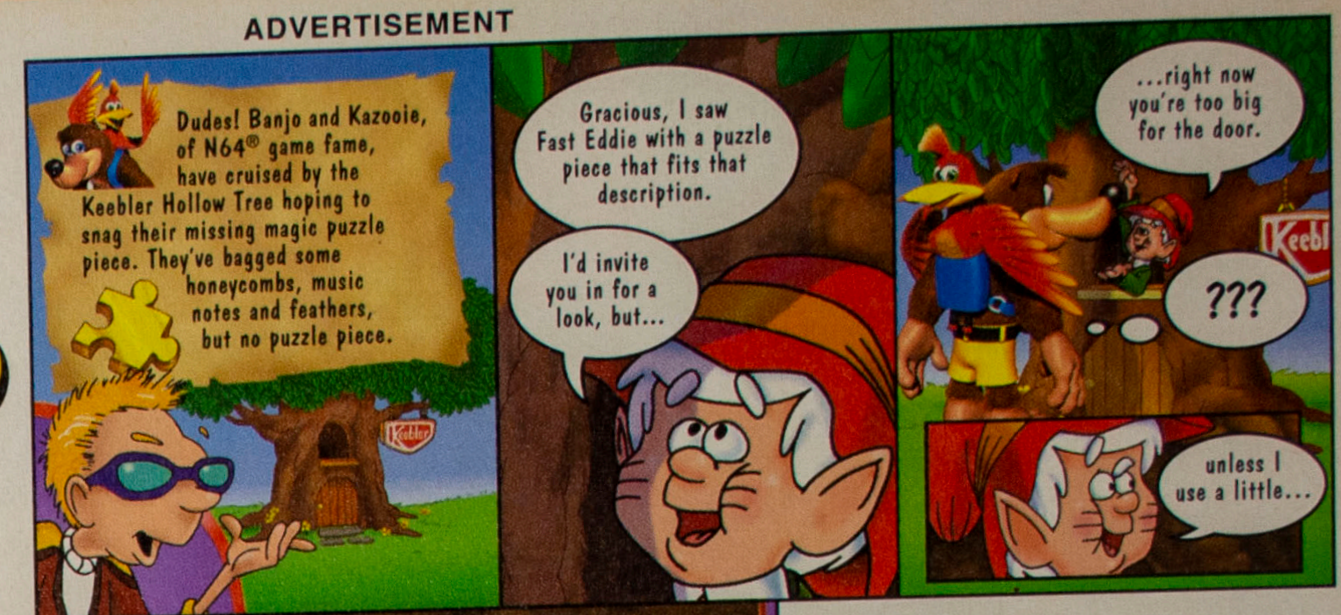


Does anyone know any campfire songs?

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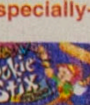


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Scratch off the playing area on the game piece to determine if you are a potential winner, subject to verification. The symbol revealed determines the prize you win. Winning symbols are depicted as follows: Grand Prize game piece reveals a magic puzzle piece. First Prize game piece reveals a feather. Second Prize game piece reveals a honeycomb. Third Prize game piece reveals a music note. Fourth Prize game piece reveals "Instant winner, Free Product Coupon" and does not reveal a symbol. Non-winning game pieces will read "Please Try Again" and will not reveal a symbol. If your game piece indicates that you are a winner, legibly print your name, address, daytime phone number on a 3"x5" card and sign your name in ballpoint pen on the game piece. GRAND, FIRST, SECOND, and THIRD PRIZE WINNERS: mail potentially winning game piece and 3"x5" card to: "Find the Magic Puzzle Piece" Prize Claim, P.O. Box 27172, Golden Valley, MN 55427-0172. Grand Prize game piece should be mailed via certified mail; First, Second, and Third Prize game pieces should be mailed via regular mail. FOURTH PRIZE WINNERS: mail potentially winning game piece and 3"x5" card, via regular mail, to: "Find the Magic Puzzle Piece" Prize Claim, P.O. Box 3362, Maple Plain, MN 55593-3362. Make a copy of game piece for your records. Prize claims must be received no later than March 2, 1999, and must be mailed separately to be eligible for prizes. Upon verification, winners will be notified by mail within 6-8 weeks. If won by minor, prize may be awarded in the name of parent or legal guardian on behalf of the minor. 3. Verification. Prize claims are subject to verification by Gage Marketing Group, an independent judging organization, whose decisions are final and binding in all matters relating to this game. If any prize or prize notification is returned as undeliverable, such prize will be forfeited. No copies or reproductions of game pieces accepted. 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Any person making an attempt to forge game pieces or defraud Keebler Company in any way will be prosecuted to the fullest extent of the law. Prize claims become the exclusive property of Keebler Company and will not be returned. By participating, participants agree to abide by and be bound by the Official Rules and all judges' decisions. 4. Eligibility. Open only to legal U.S. residents, excluding employees of Keebler Company, Nintendo of America Inc., any of their affiliate companies, subsidiaries, distributors, agents, retailers, advertising and promotional agencies, suppliers, Gage Marketing Group, and their immediate families or persons residing in the same households of such employees. Subject to applicable federal, state, and local laws. 5. Prizes Offered/Approximate Retail Value (ARV)/Odds of Winning. Grand: (1) Nintendo® 64 Entertainment Center, includes: Nintendo® 64 System, 32" Wide Screen TV, Surround Sound Receiver and Surround Sound Speakers and one Banjo-Kazooie™ Game Pak. ARV \$3,000. Odds 1:19,010,000. First: (10) Nintendo® 64 System with one Banjo-Kazooie™ Game Pak. ARV \$209.90 each. Odds 1:1,901,000. Second: (50) Nintendo® Game Boy® pocket System. ARV \$54.95 each. Odds 1:380,200. Third: (100) One Year Subscription to Nintendo Power® Magazine. ARV \$19.95 each. Odds 1:190,100. Fourth: (30,000) Free Keebler Product Coupon redeemable at participating stores offering Keebler products. Coupons must be redeemed strictly in accordance with terms and conditions of use and must be redeemed no later than December 31, 1999. ARV \$3.19 each. Odds 1:634. Total ARV of all Prizes: \$105,541.50. 6. General. By accepting prize, winner (and if winner is a minor, winner's parent/legal guardian) agrees that neither Keebler Company, Nintendo of America Inc., Gage Marketing Group, or their respective subsidiaries, affiliates, and the agents, employees, directors or officers of any of the above organizations will have any liability whatsoever for any injuries, losses, or damages of any kind incurred in connection with or resulting from acceptance, possession or use/misuse of any prize, or participation in this promotion. By accepting a prize, winner (and if winner is a minor, winner's parent/legal guardian) agrees that Keebler Company may use winner's name, hometown, likeness, and/or prize information, without limitation, for promotional purposes without further compensation, where legal. Grand Prize winner will be required to execute and return an Affidavit of Eligibility and a Liability/Publisher Release (where legal) within 14 days of notification. If won by a minor, minor must have parent/legal guardian sign documents on his/her behalf. In the event of non-compliance with these requirements, prize will be forfeited. Taxes, if any, on prizes are solely the winner's responsibility. No prize transfer. No prize or cash substitutes allowed, except at sole discretion of Keebler Company for a prize of equal or greater value. Unclaimed prizes will not be awarded. 7. Winners List. For a list of major prize winners, send a self-addressed, stamped envelope by March 2, 1999, to: "Find the Magic Puzzle Piece" Winners List, P.O. Box 3361W, Maple Plain, MN 55593-3361. Sponsored by Keebler Company, Elmhurst, IL 60126.

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NICKELODEON MAGAZINE AUGUST 1998

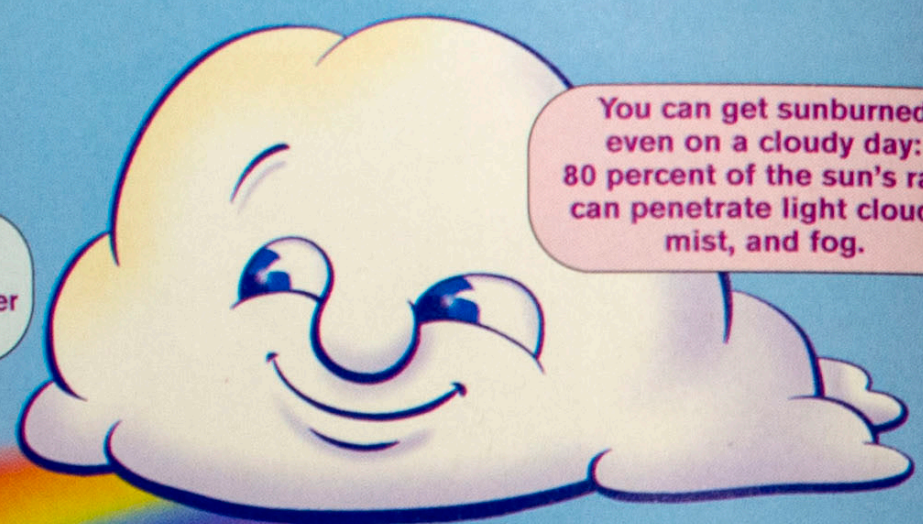
Sun Things to Know

Real

Here are some facts about our number one sun.



The sun's surface temperature is about 9,980°F, or 53 times hotter than a barbecue.



You can get sunburned even on a cloudy day: 80 percent of the sun's rays can penetrate light clouds, mist, and fog.

The sun will be twice as bright 5 billion years from now.

It takes sunlight eight minutes to travel the 92,960,000 miles from the sun to the earth. Driving the same distance at 65 mph would take you about 163 years.

The Miami Beach pharmacist who created the first commercial suntan lotion in 1944 tested his invention on his own bald head.

The longest-recorded rainbow lasted for six hours over Sheffield, England, on March 14, 1994.

The sunniest place in the world is Yuma, Arizona, which receives more than 4,000 hours of bright sunshine a year.

Some of the earliest known sunglasses, used by the Eskimo people, were pieces of whalebone with slits cut into them.

A rainbow occurs when millions of raindrops in a cloud split sunlight into the seven colors of the spectrum, like a prism does.

Americans bought approximately 113 million pairs of sunglasses last year.



Sunscreens with SPF 15 and greater first appeared in 1984.

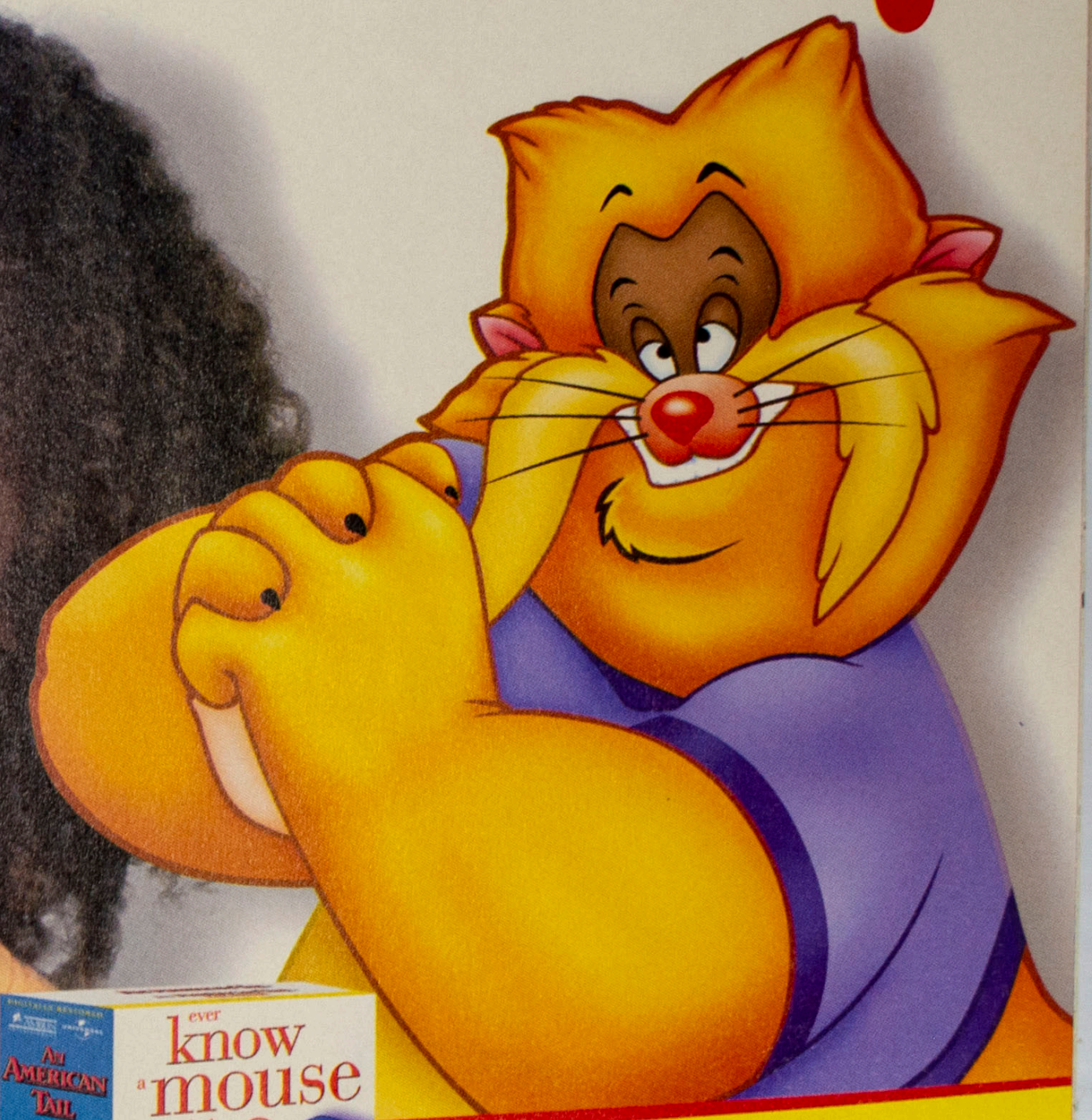
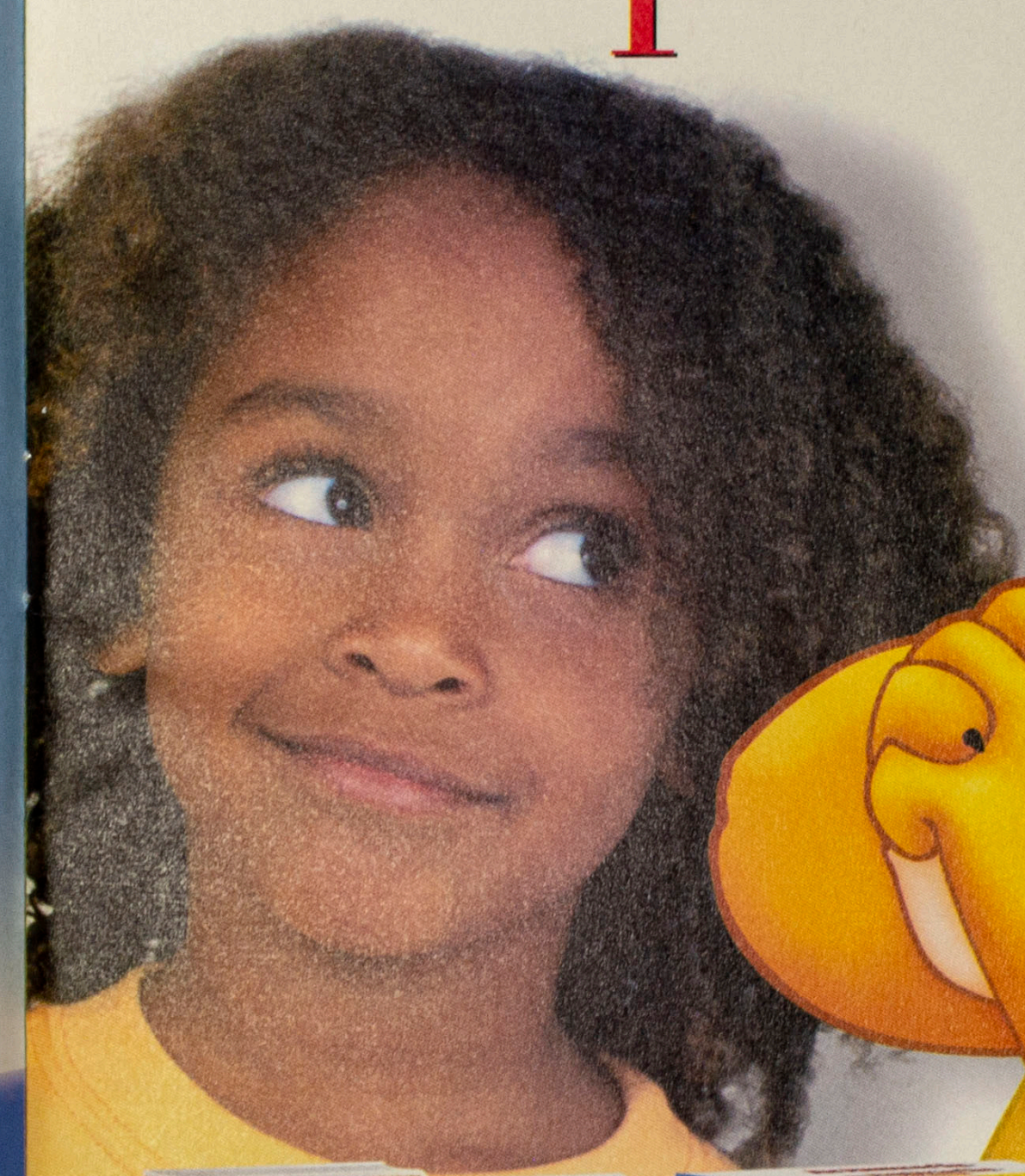
I've got it made in the shade.

Beach sand can get hotter than 120°F, but sand just an inch or two below the surface has almost the same temperature as seawater.



NICKELODEON MAGAZINE AUGUST 1998

ever know a tiger who's really a pussycat?



On Video August 11



An American Tail® © 1986 Universal City Studios, Inc. and U-Drive Productions, Inc. An American Tail®: Fievel Goes West © 1991 Universal Pictures Limited and Amblin Entertainment, Inc. All Rights Reserved.

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STUFF FOR SCHOOL THAT will make you DROOL!

**NEW
NICKELODEON
and
RUGRATS
SCHOOL SUPPLIES**



Sandwich bags and
bag clips from
Fun Designs



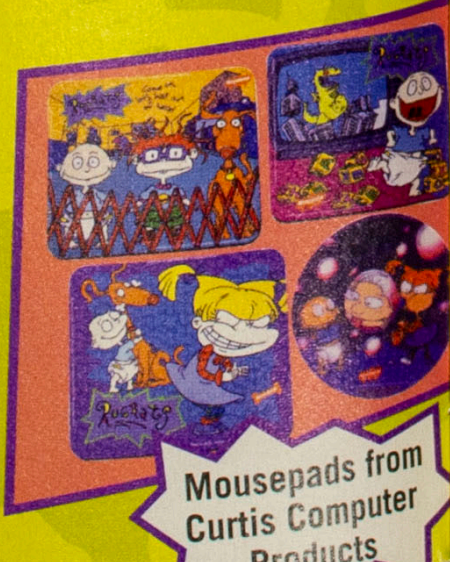
"The Best of Nicktoons"
CD and cassette from
Kid Rhino Records



Notebooks, folders and
pencil cases from
Stuart Hall



Toothpaste and
toothbrushes from
Oral-B



Mousepads from
Curtis Computer
Products



Pencils, sharpeners, erasers
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accessories from
Sandylion

**NO
PURCHASE
NECESSARY**

**TO ENTER
SEE PRODUCTS IN
STORES AND RULES
BELOW**

**NICKELODEON®
SCHOOL SURVIVAL
SWEEPSTAKES**

**ExtremeMegaDesk
and a \$10,000 savings bond!**



Custom-made, totally
Nickelodeon desk
environment with
computer, printer,
CD player (including
winner's 10 favorite
CD's), built-in refrigerator
stocked with ice-cold
soft drinks, funky drawers,
secret compartments
and more!
PLUS, the winner also
receives a \$10,000
savings bond!

Grand Prize: ExtremeMegaDesk and a \$10,000 savings bond
1st prize(100): Nickelodeon Denim Jackets
2nd Prize(500): Nickelodeon/Rugrats school supplies

**Lunch and party
bags from
In the Bag**



**Lunch boxes
from Flying Colors**

1998 NICKELODEON SCHOOL SURVIVAL SWEEPSTAKES RULES
1. NO PURCHASE NECESSARY. To enter, simply cut out and mail this coupon to: Nickelodeon School Survival Sweepstakes, P.O. Box 4932, Orlando, FL 32802.
2. Sweepstakes begins on September 1, 1998, and ends on November 30, 1998. Sweepstakes is open to legal residents of the United States only.
3. The prize pool for this sweepstakes is \$10,000. The prize pool is made up of the following prizes:
Grand Prize: ExtremeMegaDesk and a \$10,000 savings bond
1st Prize: 100 Nickelodeon Denim Jackets
2nd Prize: 500 Nickelodeon/Rugrats school supplies
4. Prizes will be awarded on a first-come, first-served basis. Prizes will not be awarded until all prizes have been claimed.
5. Prizes will be awarded to the winner or winners who are 18 years of age or older at the time of the sweepstakes.
6. Prizes will be awarded to the winner or winners who are legal residents of the United States at the time of the sweepstakes.
7. Prizes will be awarded to the winner or winners who are not disqualified under these rules.
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Internet: www.nick.com
America Online: Keyword: Nick

The Great Indoors

Experience the joys of camping without ever leaving your house. Here's how:

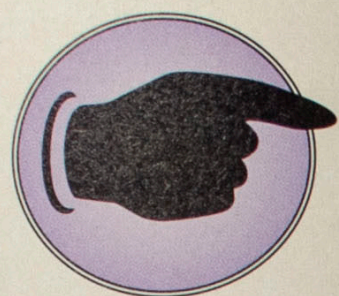
- Unplug the TV, video game system, CD player, and anything else that's fun.
- Slather yourself with mosquito repellent and sunscreen.
- Work up a good sweat by taking really long walks while carrying all your belongings. Then don't wash your hair or change your clothes for days.
- Remove all the toilet paper from the bathroom.
- Hang wet swimsuits and damp clothes all over the furniture.
- Eat overcooked spaghetti, Spam, and untoasted marshmallows. Consume every meal out of the same pot.
- Eat huge quantities of nuts and dried fruit between meals.
- Set up sheets over your sleeping area so that they'll collapse on you during the night.
- At night, use only a flashlight with weak batteries to get around.
- Leave all the windows open and remove the screens so that rain and insects and other wildlife can get in.
- Before going to sleep, hang your food in a plastic bag on the wall to protect it from animals.
- Sleep on the floor with tiny stones and sticks underneath you.
- Use an old towel as a pillow.
- Every morning, stuff your blankets and sheets into a very small bag.



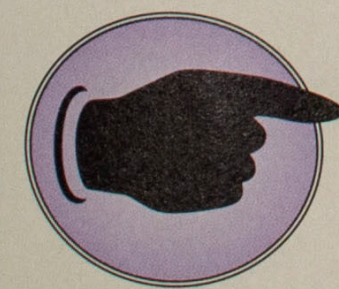
Don't forget the pup tent.



NICKELODEON MAGAZINE AUGUST 1998



POSTCARDS



Even if you don't leave town this summer, you can still impress your friends and relatives with these exciting postcards. Carefully tear them out along the dotted lines, write a note, apply a stamp, and mail. Everyone will wish they'd gone nowhere, too!



Chillin' Out at the Freezer Department!



Visit FRONT YARD NATIONAL MEMORIAL



HAVING A BALL. WISH IT WERE FALL.
It's déjà vu all over again when the networks play endless reruns of prime-time shows. While you're dozing off to a show you've already seen four times, your favorite overpaid stars are enjoying a real summer vacation.

Postcard

To:

Put
Stamp
Here



YA-HOOEY! WE'RE FEELIN' GOOEY!
For those who cannot make it to the beach, a city roof offers all the discomfort and more: hot sun, insects, itchy body parts, and noisy neighbors.

Postcard

To:

PUT
STAMP
HERE



Front Yard National Memorial is the neighborhood's most prestigious burial ground. A visit to this shrine is a moving, rewarding, and educational experience for the whole family, provided you don't step in one of Fido's special offerings to the departed.

Postcard

To:

PUT
STAMP
HERE



When the mercury starts to simmer and tempers boil, head for the frozen food section of your super-market. Ice cream, microwavable dinners, ice-cold pizza, bags of frozen vegetables, fogged-up freezer windows...it's a frosty winter wonderland! Let freon ring!

Postcard

To:

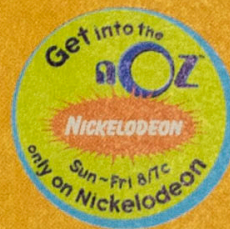
Put
Stamp
Here



ADVERTISEMENT

LUNCHABLES® COULD GET YOU THAT HOSTING GIG ON THE nickelOZONE™

(That is, if someone doesn't eat them all first.)



HEY ARNOLD!
Created by Craig Bartel
Mon. & Wed. 8/7c

Look inside specially marked Lunchables® to win a chance to host the nickelOzone™. Just collect all four game pieces to spell Z.O.N.E. and win one of three trips to Nickelodeon Studios® in Orlando.

Subject to verification.

LUNCHABLES® MAKE FUN OF LUNCH™



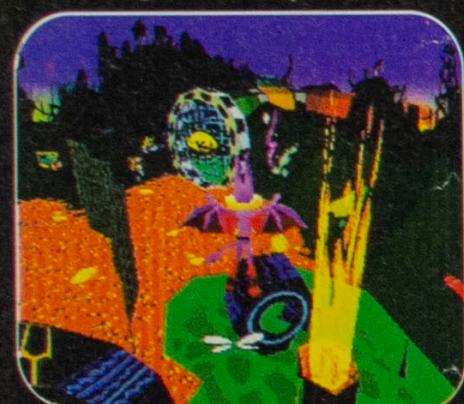
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If your game message is one of the four Collect and Win letters, carefully cut out the game message and save it to try to collect all four Collect and Win game messages, each showing one of the following letters: "Z", "O", "N", "E" to win a Grand Prize (subject to verification). If the official game message printed inside the package says "Congratulations! You are an Instant Winner," you win a First Prize (subject to verification). To claim a prize, see Rule #3. 3. TO CLAIM A PRIZE: Mail your request, in a hand-addressed, stamped, #10 envelope along with your name, address (including zip code) and telephone number, hand-printed on 3" x 5" paper to: LUNCHABLES and NICKELODEON nickelOZONE Claims, P.O. Box 5141, Blair, NE 68009-5141. All claims must be sent VIA REGISTERED MAIL ONLY, to be received by 2/19/99. All claims are subject to verification. All claims submitted become the sole property of Kraft Foods, Inc., and none will be forged, duplicated or tampered with in any way or if it contains printing, typographical, mechanical or other errors. Liability for any irregular or defective game message is limited to replacement with another, while supplies last. 4. and promotion agencies, printers of all game materials and the immediate families of each are not eligible. Void where prohibited. All federal, state and local laws and regulations apply. All federal, state and local taxes are the sole responsibility of winners. Winners will be notified by mail. Prizes shipped to U.S. addresses only. No substitution or transfer of prize permitted. If prize is not generally available at game's end, another prize of equal or greater value will be substituted at sponsor's option. Potential Grand Prize winners must sign and return any required Affidavit of Eligibility/Release of Liability/Prize Acceptance Form within 15 days of notification. Noncompliance within this time period or return of any prize/prize notification as undeliverable will result in disqualification and an alternate will be selected. All Grand Prize travelers must execute a Release of Liability prior to ticketing. Grand Prizes will be awarded in the names of winners' parents/legal guardians who must accompany minors on trip. Grand Prize travel must be on dates specified by sponsor. Dates of departure and return are subject to change. Acceptance of prize offer constitutes permission for Oscar Mayer Foods, MTV Networks, their respective parent companies, affiliates, subsidiaries, agents, advertising and promotion agencies to use winner's name, voice and/or likeness for purposes of advertising and are intended to be awarded according to Rule #5. Prizes will be awarded in a random drawing from among all verified prize claims received for that prize level. In no event will the sponsor be obligated to award more than the stated number of prizes. Entrants agree to release, discharge and hold Oscar Mayer and MTV Networks harmless and their respective parent companies, subsidiaries, affiliates, officers, directors, shareholders, employees, agents, attorneys, other representatives, advertising, promotion, fulfillment agencies, and the persons with whom each of the above are domiciled, from and against any and all liability or damages associated with this game or acceptance, use or misuse of any prize received in this game. 5. AVAILABLE "COLLECT AND WIN" PRIZES: APPROX. RETAIL VALUE AND APPROX. ODDS. (3) Grand Prizes - A 5-day 4-night trip for a family of four to Orlando, FL, to visit the Nickelodeon nickelOzone. Subject to availability. In the event Nickelodeon does not resume production of nickelOzone, another similar programming block may be substituted at the sole discretion of MTV Networks. MTV Networks reserves the right to select the particular program block in which winner will appear. Prize includes round trip coach air transportation from major airport nearest winner's home, hotel accommodations (2-bedroom suite), VIP tour of Nickelodeon Studios, four one-day admission tickets to Universal Studios Florida and \$1,000 spending money (\$500 ea.). Approximate odds of receiving the rare Collect and Win game messages are 1 in 17,553,333. All non-prize Collect and Win game messages are distributed equally. AVAILABLE "INSTANT WIN" PRIZES: APPROX. RETAIL VALUE AND APPROX. ODDS OF WINNING: (1,000) First Prizes - A Nickelodeon PhotoBlaster™, a Nickelodeon TimeBlaster™ and a Nickelodeon TalkBlaster™ (\$129.95 ea. prize), 1:52,000. Total approximate retail value of all prizes \$148,228.00. Unclaimed prizes will not be awarded. Prizes consist of only those items listed as can of the prize. 6. ARBITRATION: As a condition of entering this promotion, participant agrees that: (a) any and all disputes, claims and causes of action arising out of or connected with this promotion, or any prizes awarded, shall be resolved individually, without resort to any form of class action, and exclusively by arbitration (under the rules of the American Arbitration Association located in Chicago, Illinois); (b) any and all claims, judgments and awards shall be limited to actual out-of-pocket expenses, including cost associated with entering this promotion but in no event attorneys' fees; and (c) participant hereby waives all rights to claim punitive, incidental and consequential damages or any other claim, actual, out-of-pocket expenses, and any and all rights to have damages multiplied or increased. 7. WINNERS LIST: For the names of winners, available after 5/1/99, send a separate, stamped, self-addressed #10 envelope to: LUNCHABLES and NICKELODEON nickelOZONE Winners, P.O. Box 5145, Blair, NE 68009-5145.



He's a revengeful little devil. And he wants payback from a mad scientist who tried to dissect him alive.



But you've got to jump, glide, punch and whip his tail through 12 levels to help him get even.



Meet the Jersey Devil. He's running loose in a huge 3-D environment full of mutant vegetables.



nasty bosses and all kinds of mind games. (Better watch your back.)



www.playstation.com



b'heivje(r)

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**JERSEY
DEVIL**

The evil little tyrant is here.

ADVERTISEMENT



BACON ISN'T JUST
FOR BREAKFAST ANYMORE.



WhoopieCamp

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Evil pigs. Hidden paths. Enchanting worlds. And man-eating plants. Can you believe what Tomba™ has to go through to conquer the evil swine? Fortunately, he's got a bunch of weapons and tons of spunk. Tomba's here. And it's the first wild action game with role-playing adventure mixed in, too. (You'll love Tomba even more than a BLT on rye.)

TOMBA!

www.playstation.com

Reach the Beach

Artist **RODICA PRATO** showed some grit and created this sand-castle maze for us.
Can you find your way through before the waves wash it away?



Solution on page 62.

NICKELODEON MAGAZINE AUGUST 1998

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WALK SOFTLY & CARRY A BIG MAGIC STICK.



A massive adventure RPG.

"...will set the standard for 3D epics."
—Nintendo Power

"...will provide diehard RPG players and newcomers to the genre with many hours of solid gameplay."
—Q4

"Incredibly sweet graphics."
—EGM

www.thq.com

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Ain't Gonna Mow No Mo'!

Had enough of yard work? Here are some surefire ways to get out of it.

by David Lewman



Explain how much money your family would make by letting the weeds grow and turning your yard into a wild insect park.

Write a doctor's note saying you're allergic to dirt.

State that you are morally opposed to whacking weeds.

Tell your parents you're too busy watching the grass grow.

Insist that in a previous life you were a dandelion.

Hang up the phone and say, "That was the Environmental Protection Agency. We can't mow anymore, because our yard has been designated a protected habitat of the rare spotted worm."

Mention the dangers of Mad Weed Disease.

Announce that it's Be Kind to Crabgrass Day.

Say, "You know, Jesse James' parents made him do a lot of yard work, and look what happened to him."

Tell your parents that Martha Stewart suggests letting the grass grow long and then braiding it.

Convince your family to move to the desert.

If they still make you do yard work, send them a nice fat bill.



Mother of All Vacations Real

Playing the part of Ellen Griswold in *National Lampoon's Vacation*, *Christmas Vacation*, *European Vacation*, and *Vegas Vacation* has made **BEVERLY D'ANGELO** an expert on outrageous family outings. We asked her to shed some light on leisure.

NICKELODEON MAGAZINE: Why do you think kids love watching the Griswolds?

BEVERLY D'ANGELO: All kids know what it's like to get lugged along to places they don't have any control over.

What's your favorite music for long car rides?

I like old songs by Frank Sinatra and Billie Holiday, but lately I've been getting into rap.

What's the most important thing to bring on vacation?

A good book and a sketch pad, so if you're not having a great time, you can make your own postcards and send them to your friends.

Is Chevy Chase at all like Clark?

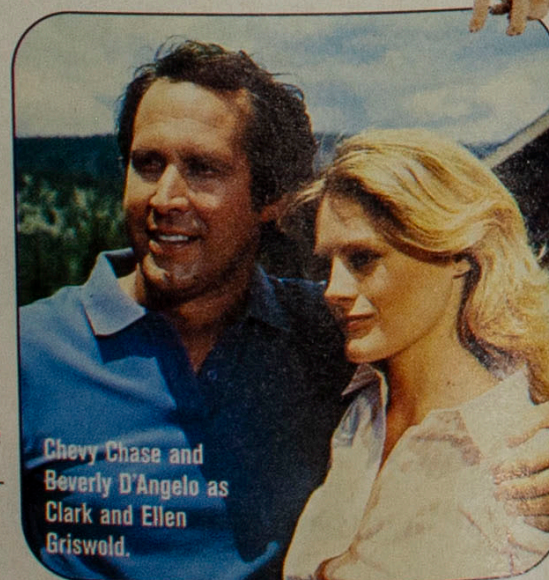
Now that he has three daughters, he has turned into Clark! He's also a great goofball.

Are there plans for a fifth *Vacation* movie?
Chevy has suggested Australia.

Is it strange to you that different actors play the Griswolds' kids in every movie?

Well, it turned into a joke. There was some discussion about having Clark and Ellen say to the kids, "I don't even know you anymore! You're not the same—you've changed. What happened?" In that way, our movies are not just comedies—they're science fiction, too!

I think I'll chase this Chevy.



Chevy Chase and Beverly D'Angelo as Clark and Ellen Griswold.

NICKELODEON MAGAZINE



AUGUST 1998



It's Our Birthday!

Nickelodeon Magazine is celebrating its 5th birthday and we want you to join the fun with this special offer. Nickelodeon Magazine at five-year-old prices!

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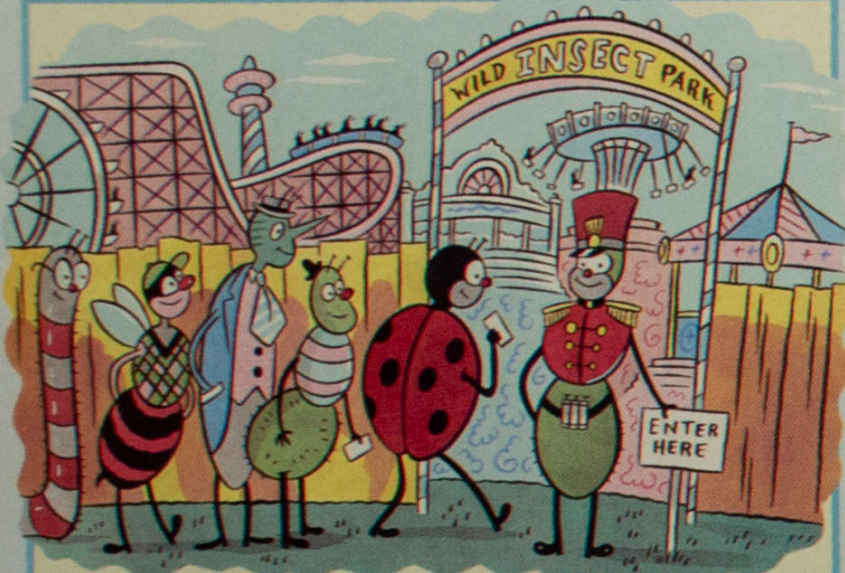


NICKELODEON MAGAZINE AUGUST 1998

Ain't Gonna Mow No Mo'!

Had enough of yard work? Here are some surefire ways to get out of it.

by David Lewman



Explain how much money your family would make by letting the weeds grow and turning your yard into a wild insect park.

Write a doctor's note saying you're allergic to dirt.

State that you are morally opposed to whacking weeds.

Tell your parents you're too busy watching the grass.

Insist that

Hang up your environmentalism anymore and protect a protected area.

Mention that

Announce that

Say, "You do a lot to him."

Tell your parents that letting the grass grow is a lot better than mowing it.

Convince them that

If they say you're a nice fat kid, you're a nice fat kid.

Mother of All Vacations Real

Playing the part of Ellen Griswold in *National Lampoon's Vacation*, *Christmas Vacation*, *European Vacation*, and *Vegas Vacation* has made **BEVERLY D'ANGELO** an expert on outrageous family outings. We asked her to shed some light on leisure.

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Is Chevy Chase at all like Clark?

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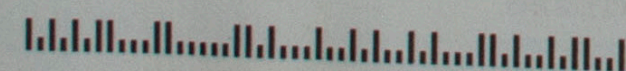
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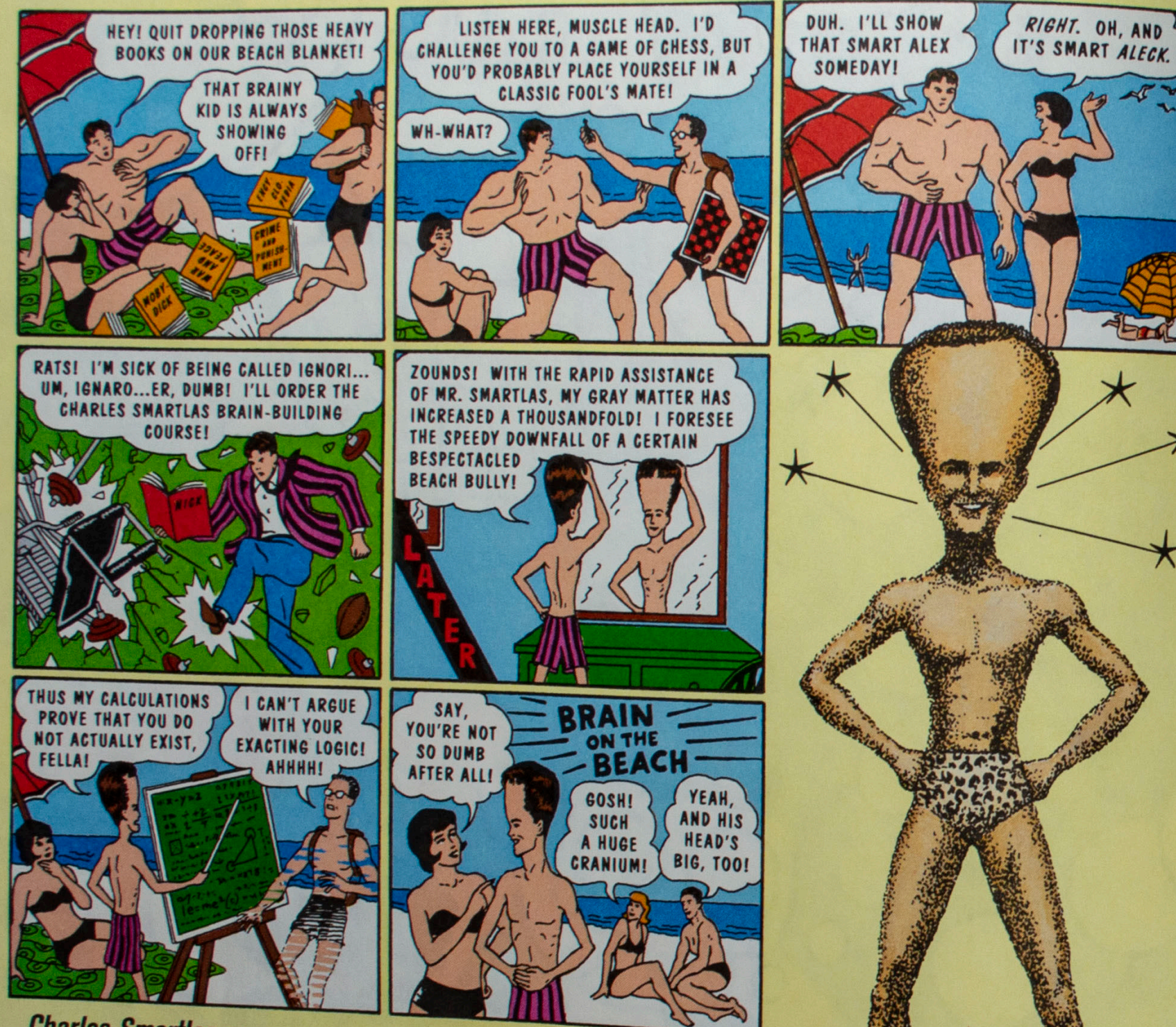
AUGUST
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Charles Smartlas says:

FOR A TIME, I, TOO, WAS A "NUMBSKULL"!

Correct, dear reader. I was physically fit but could not tell the difference between my cat and an eighteen-wheeler hauling hazardous waste. I got lost walking from the toilet to the sink. Kids would laugh at me because I did not know how to spell *food*. In short, I was dumb as a rock. But one day, all that changed! To find out about the magic of Brain-Building, just cut out the coupon on this page and send it to me! You'll be smarter for it!

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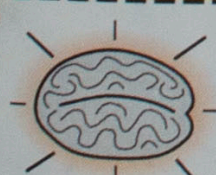
Charles Smartlas

Charles Smartlas
IQ Box 10,000
Medulla Oblongata Station
New York, NY

Dear Mr. Smartlas: I cannot read, but please send me information corresponding to the pretty boxes I have randomly checked below while playing with crayons.

- | | |
|---|--|
| <input type="checkbox"/> Bigger nerve endings | <input type="checkbox"/> Drawing from the left side of the brain |
| <input type="checkbox"/> Bigger cranium | <input type="checkbox"/> Eating from the right side of the brain |
| <input type="checkbox"/> Telepathy | <input type="checkbox"/> Better memory |
| <input type="checkbox"/> Better memory | <input type="checkbox"/> Developing my chess |

"Smartest Being in the Universe"



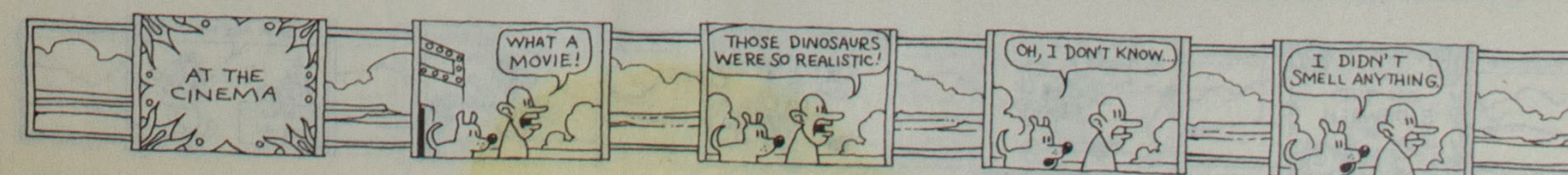
PEARL PRESENTS... **THE WALK ON THE CEILING GAME!** ...WITH GUEST PEST, MAX!



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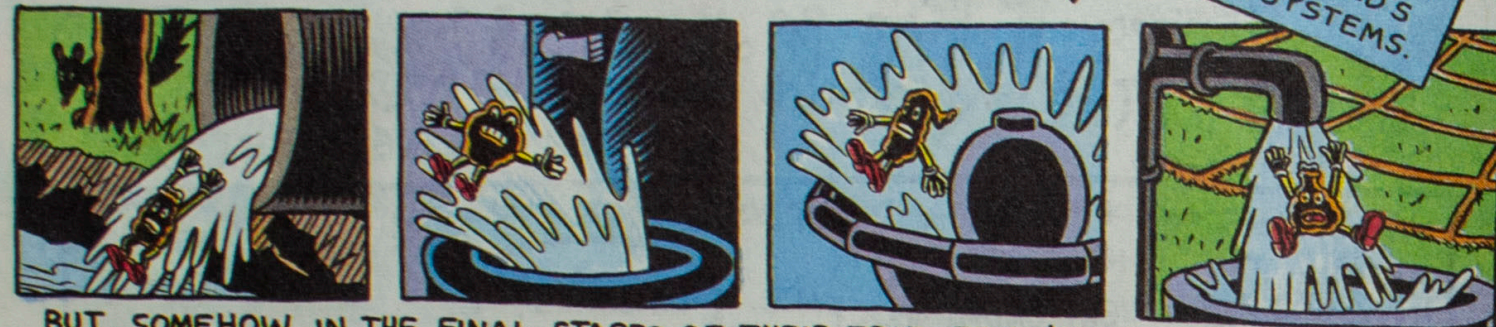
ellen forney©98



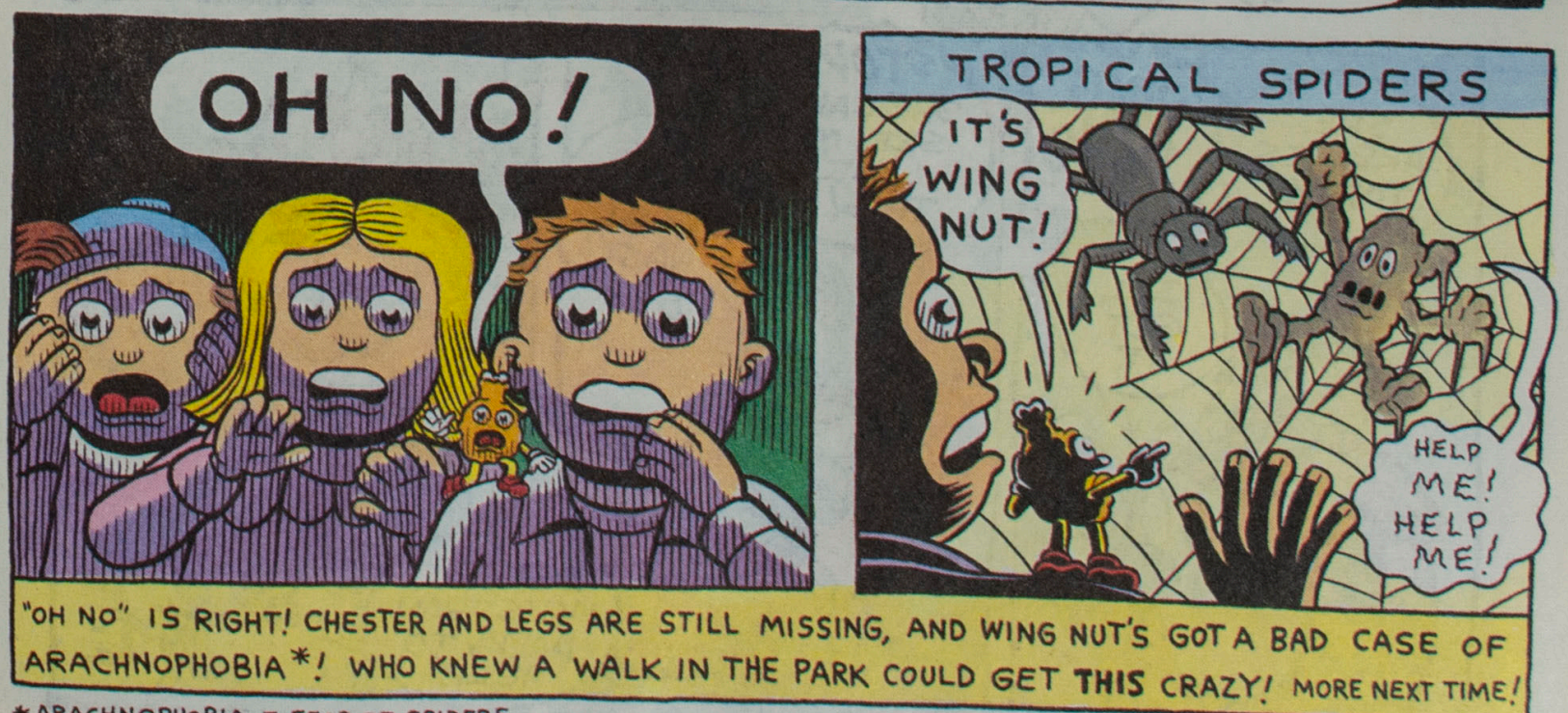
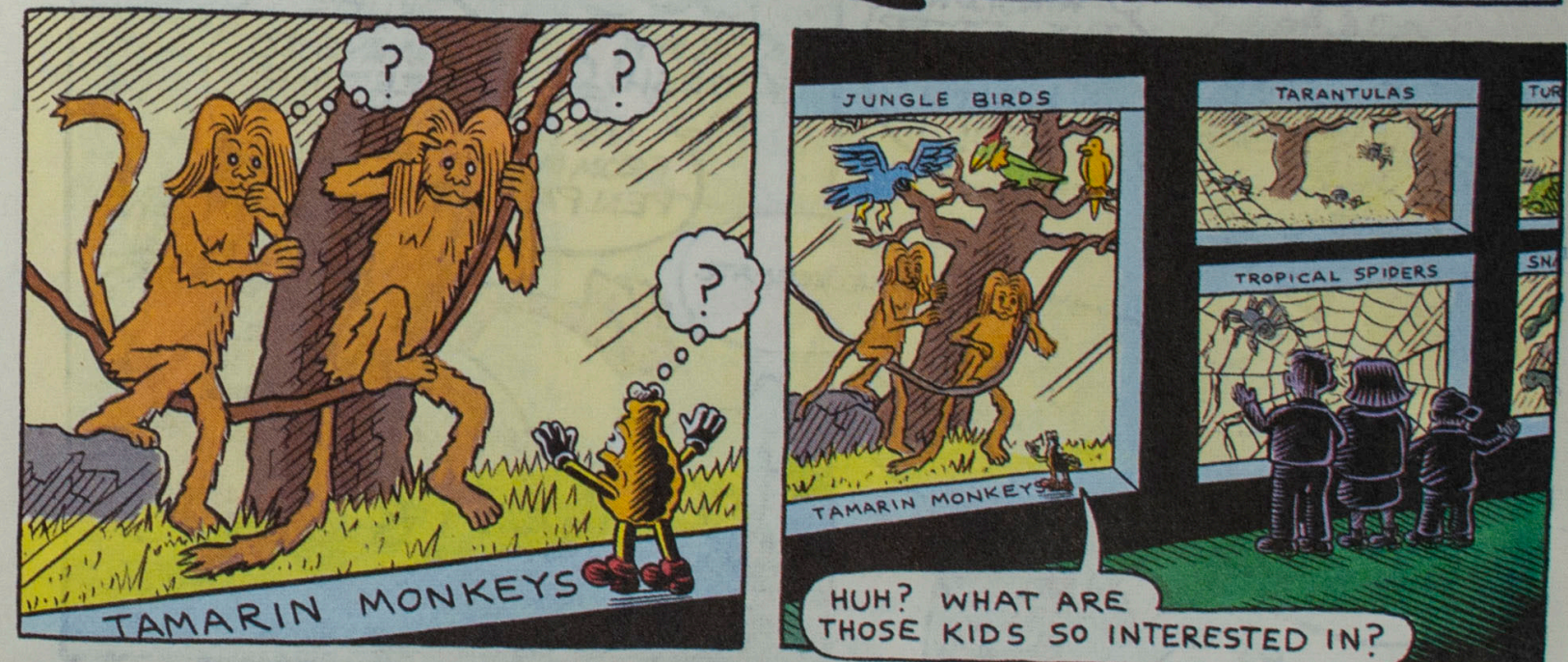
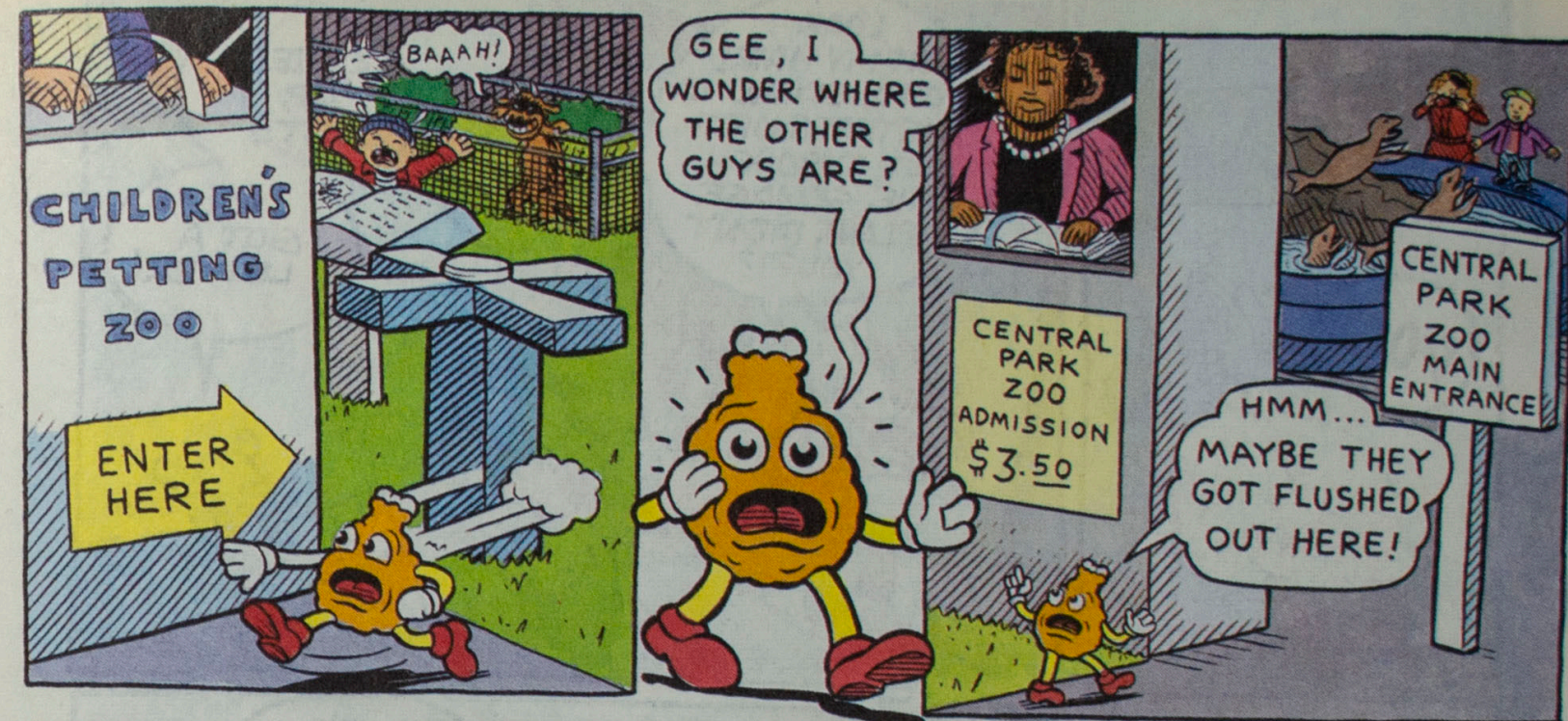
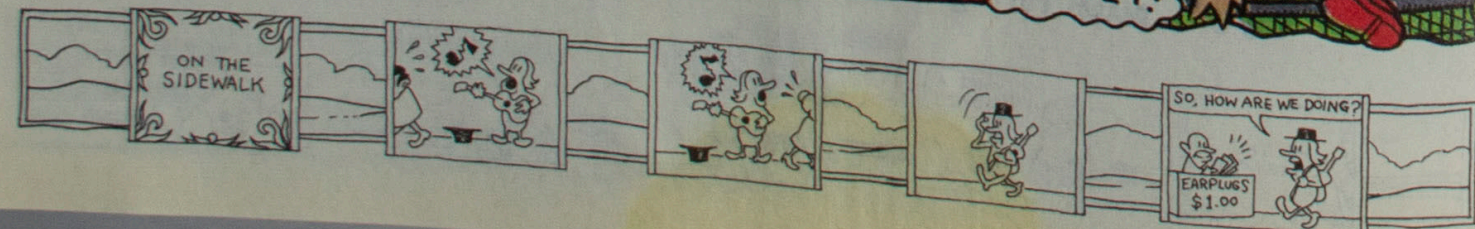
SOUTHERN FRIED FUGITIVES

A WING, A THIGH, A BREAST,
AND A DRUMSTICK ON THE RUN IN A WORLD THAT
HUNGERS FOR THEIR FLESH!

LAST TIME, THE BOYS LEFT
THE LOST WORLD OF
SHAMAN IMALA, TRAVELING
THROUGH A MAGIC EXIT THAT
LEADS TO THE WORLD'S
MAJOR SEWER SYSTEMS.



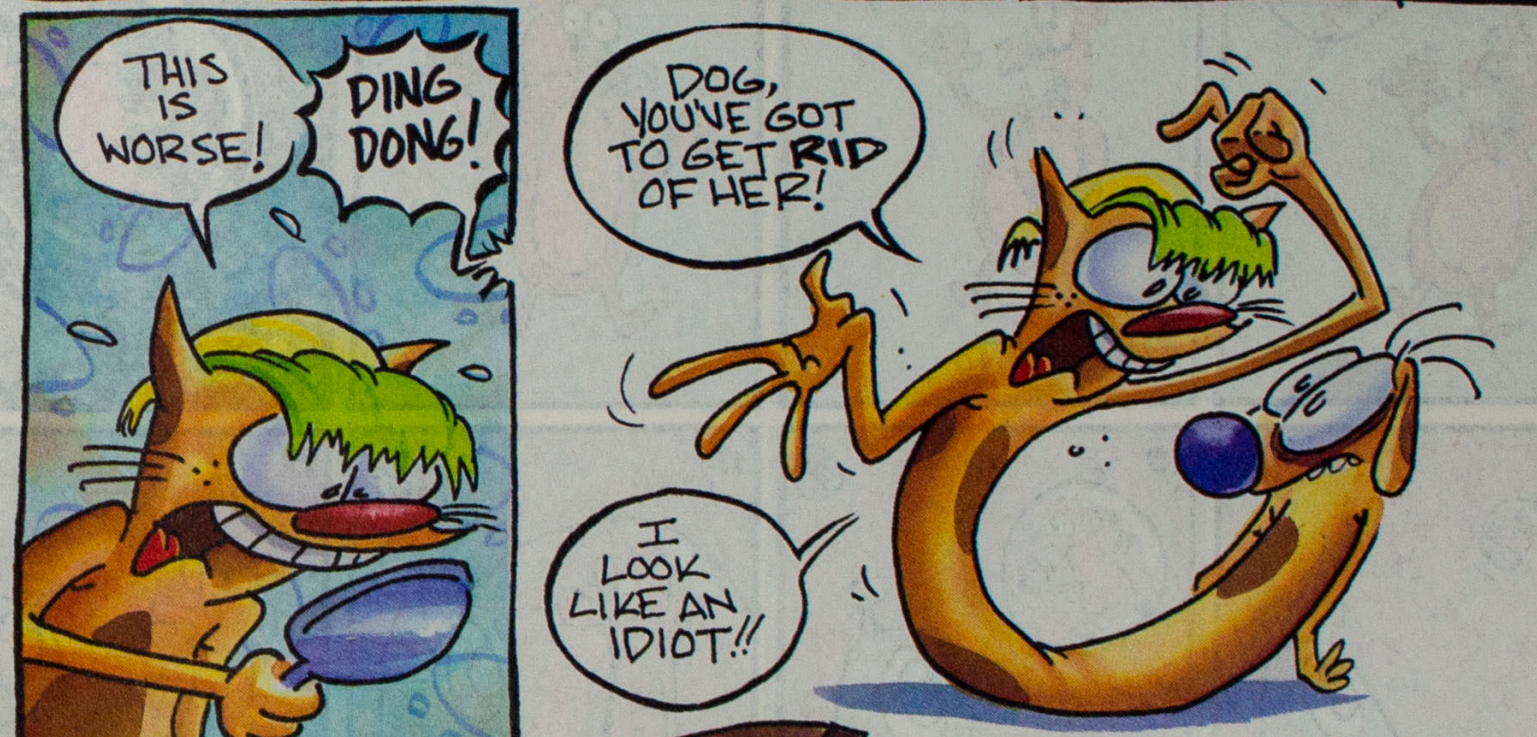
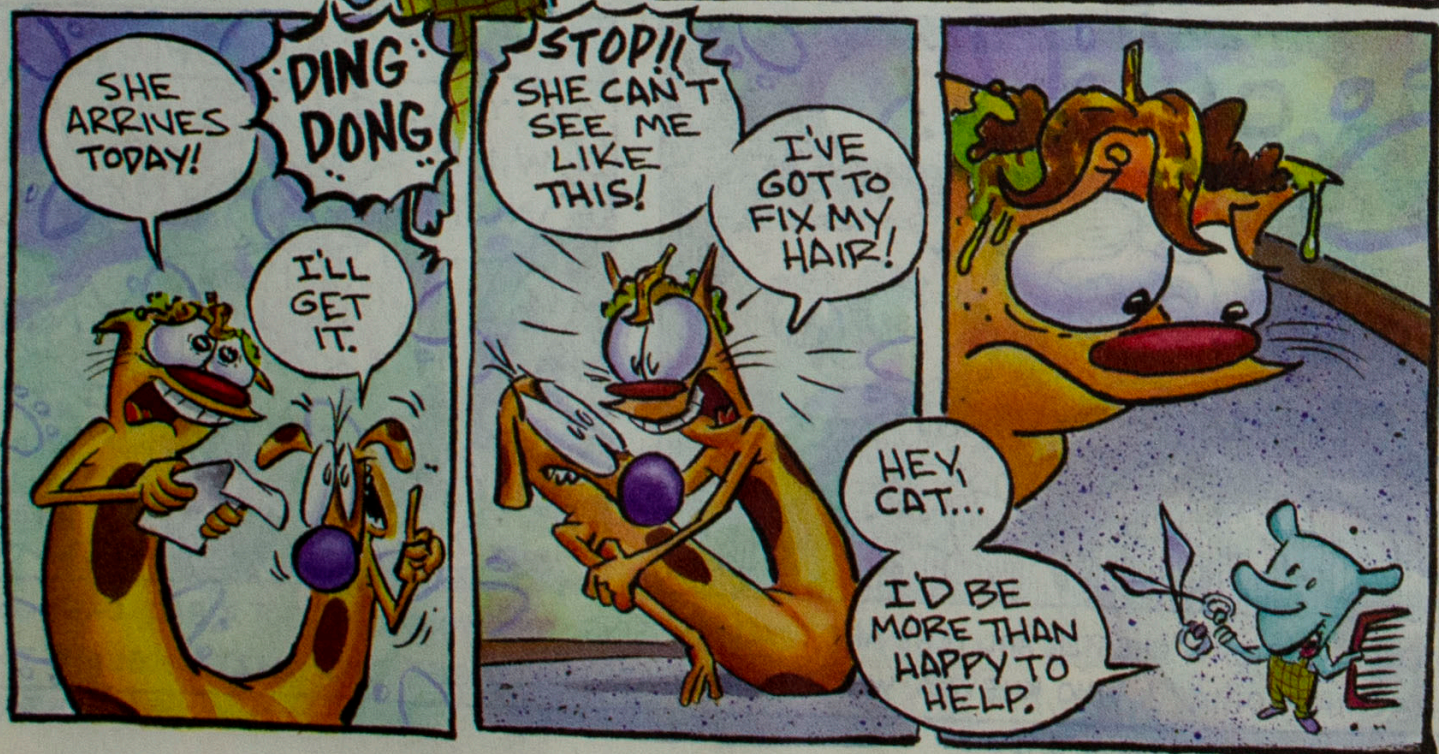
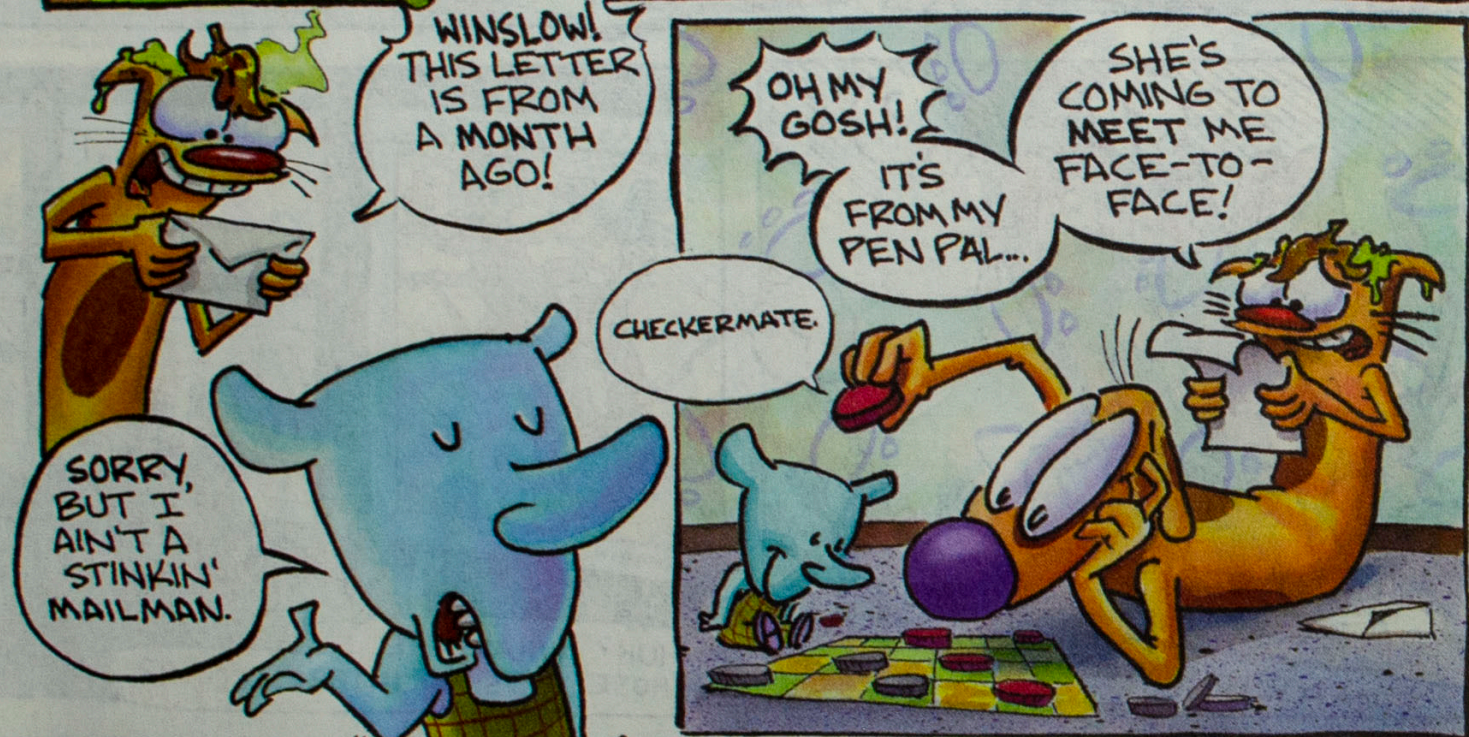
BUT SOMEHOW, IN THE FINAL STAGES OF THEIR TRIP, THEY'VE BEEN SEPARATED!



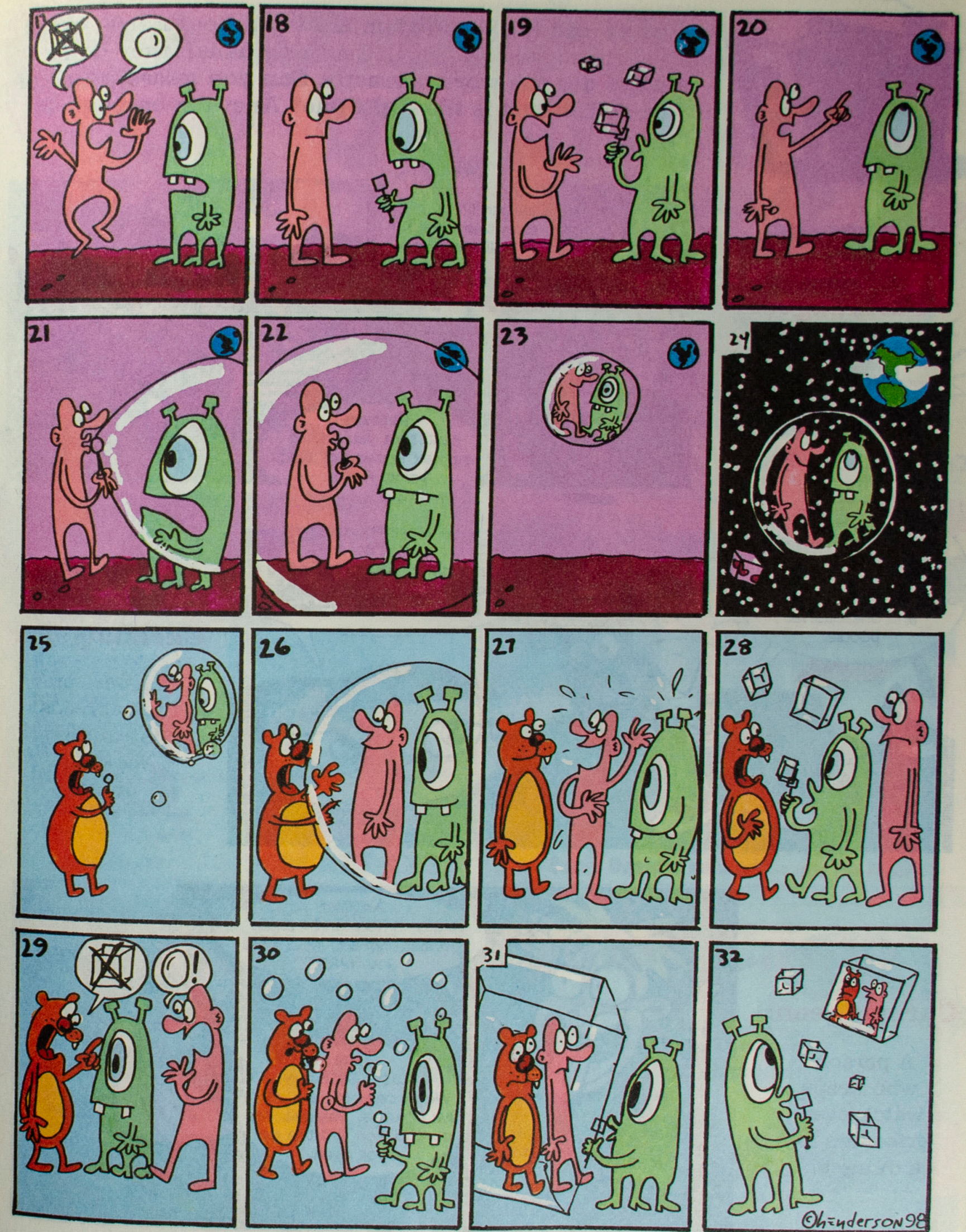
*ARACHNOPHOBIA = FEAR OF SPIDERS

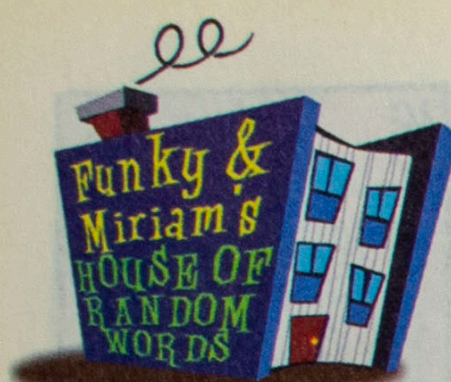
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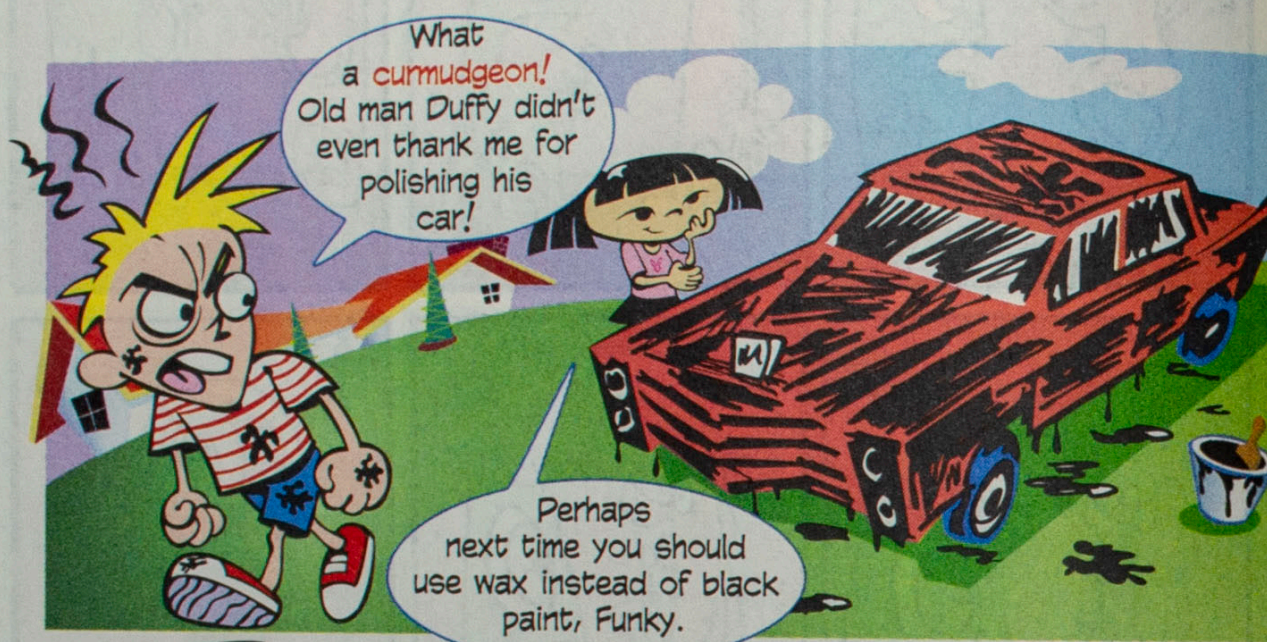
SCENE BUT NOT
HEARD BY SAM HENDERSON





Funky and his pal Miriam are trying out a new word: **curmudgeon** (kur-MUH-jen). As usual, they don't always use the word correctly. Can you guess which of the definitions is the right one? Answers on page 62.

1.
Curmudgeon:
A crusty, ill-tempered person



2.
Curmudgeon:
A person who breeds strange-looking dogs

3.
Curmudgeon:
A person who keeps watch over prisoners in a dungeon



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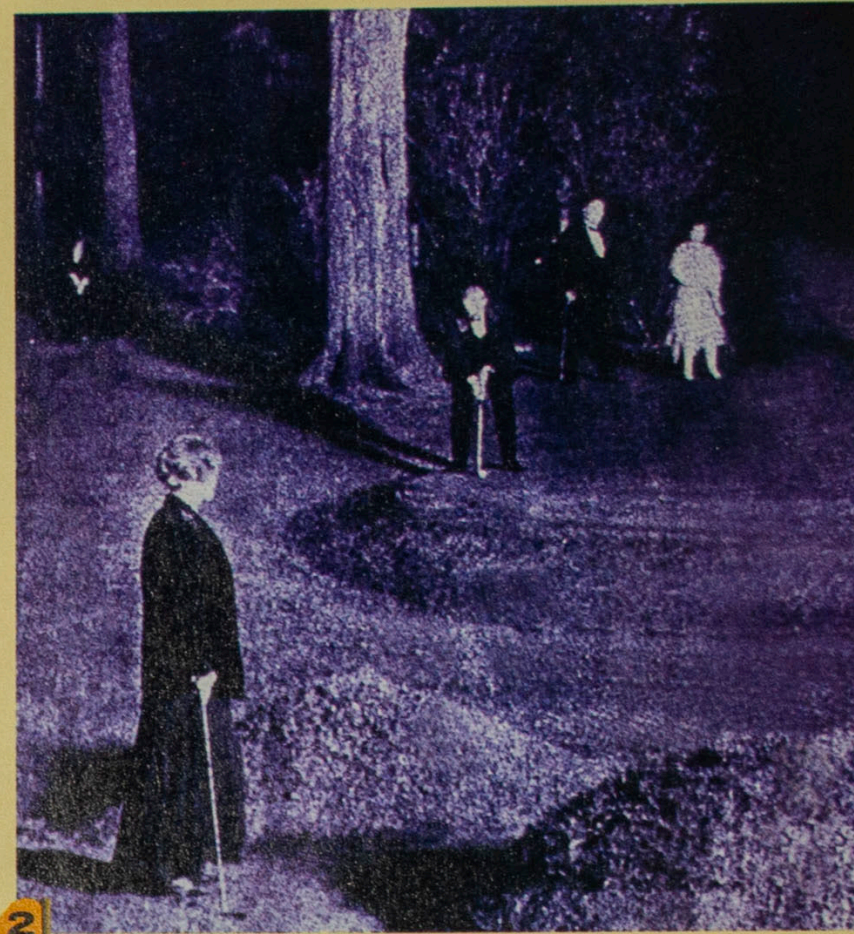
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A Mini-Golf Course

We asked Amy Wilson to link us up with the history of miniature golf.



1 The first miniature golf course was created in 1916 when James Barber built a tiny version of a regular golf course on his grassy estate in Pinehurst, North Carolina. When it was finished, James looked it over and said, "This'll do." His new playing field was duly named Thistle Dhu.



2 Public mini-golf courses started opening around the country in the late 1920s, and the game became a hit. People often combined a round of "midget golf" with evening wear.

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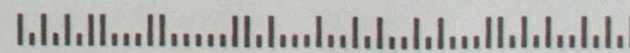
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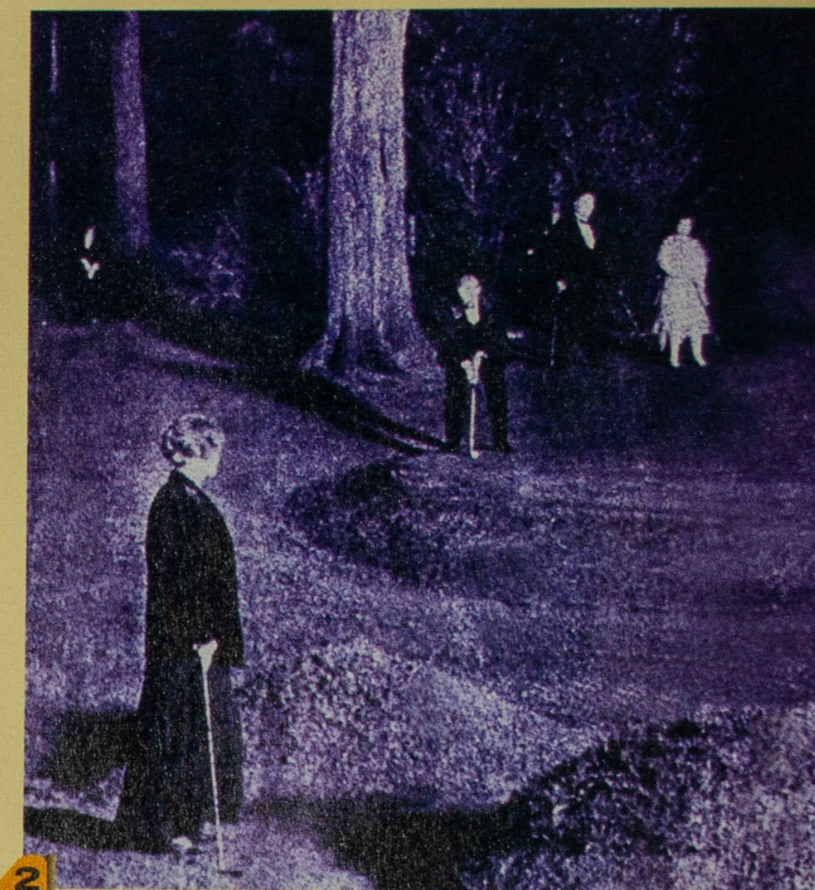
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A Mini-Golf Course ^{Real}

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2 Public mini-golf courses started opening around the country in the late 1920s, and the game became a hit. People often combined a round of "midget golf" with dinner and a movie—and played in formal evening wear.



3 Obstacles, such as story-book characters, miniature monuments, and castles (above), soon began to appear on the mini-golf-course landscape. The Caliente course in Los Angeles featured a natural geyser that shot steam up to 100 feet in the air.

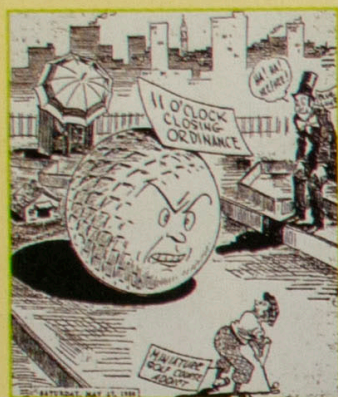


4 Miniature golf's **Madness of 1930** began: New courses opened every day, and about four million putters played long into each night. The sport competed with movies as the top choice for entertainment. Above, the actress Fay Wray (the star of *King Kong*) plays a game.

Continued

more Mini Golf

5 Mini golf developed a bad reputation by the end of **1931**, thanks to rowdy players who made noise all night. Criminals also tried to corrupt the putting business. Soon, thousands of courses lay abandoned.

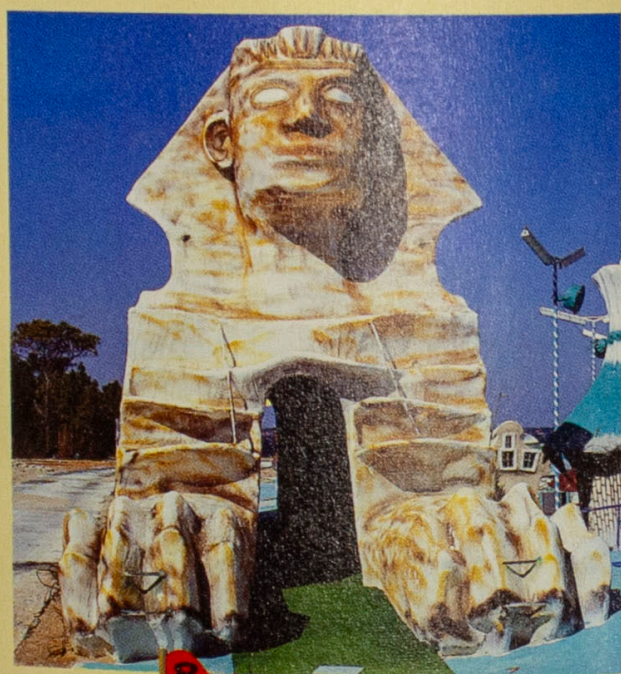


6 The game cleaned up in the **1950s** and made a comeback. Moving hazards (such as rotating windmills) and monster obstacles (such as dragons, sea monsters, and Godzilla look-alikes) appeared. People even created courses in their backyards and basements.

7 A sense of adventure took over in the **1980s**, as pirate-themed mini golf became popular. Exotic nature settings also cropped up.



9 Mini-golf enthusiasts are hoping the sport will be included in the **2004** Olympic Games.



8 More elaborate courses have been created in the **1990s**. In southern California, obstacles such as sphinxes (above), pyramids, and Easter Island heads (left) are popular. In other parts of the country, new mini-golf courses look more like regular golf courses: They feature natural-looking obstacles, such as sand traps and small streams.



Rather interesting, on the hole.



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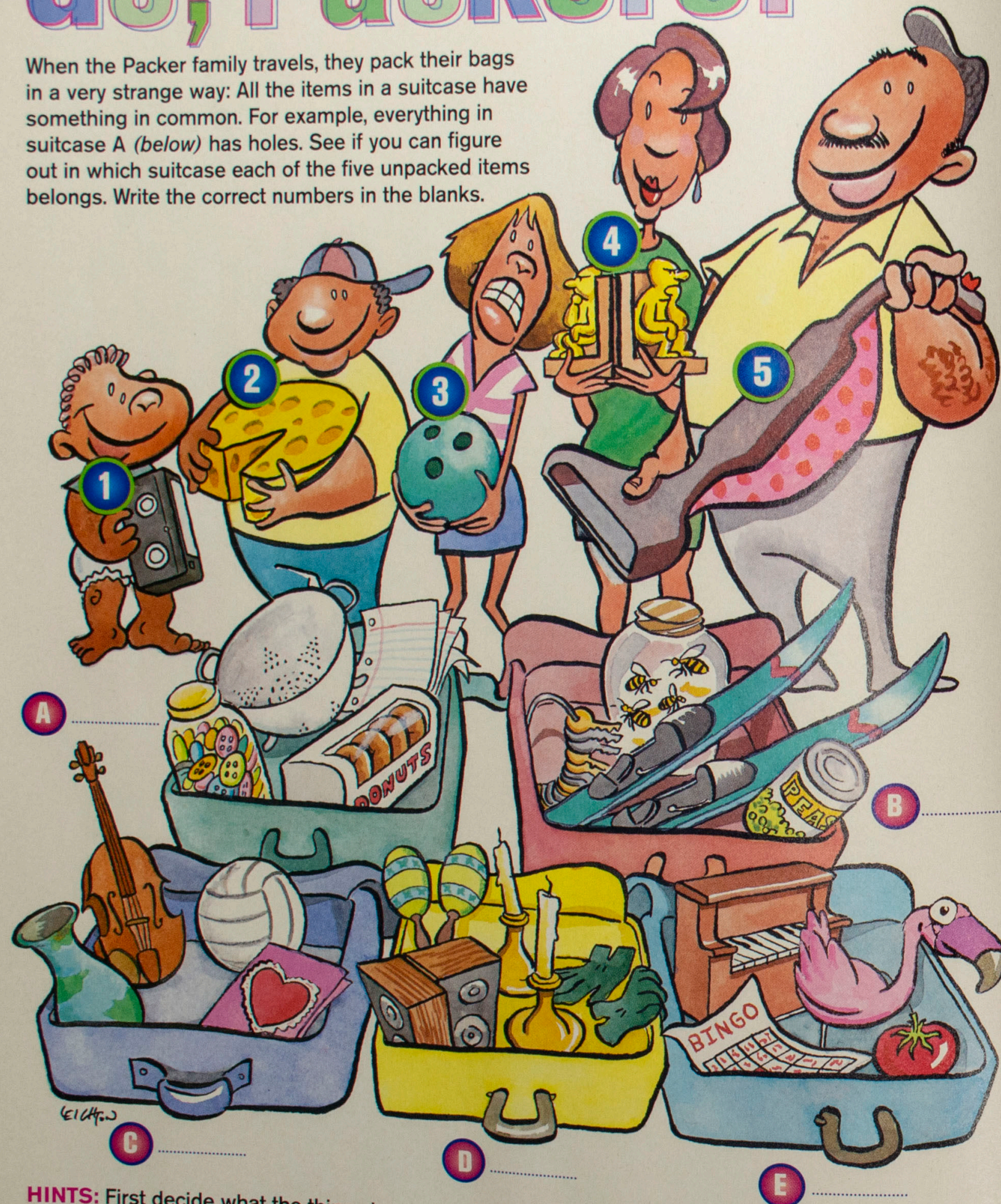
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Turn Page

Go, Packers!

by Robert Leighton

When the Packer family travels, they pack their bags in a very strange way: All the items in a suitcase have something in common. For example, everything in suitcase A (below) has holes. See if you can figure out in which suitcase each of the five unpacked items belongs. Write the correct numbers in the blanks.



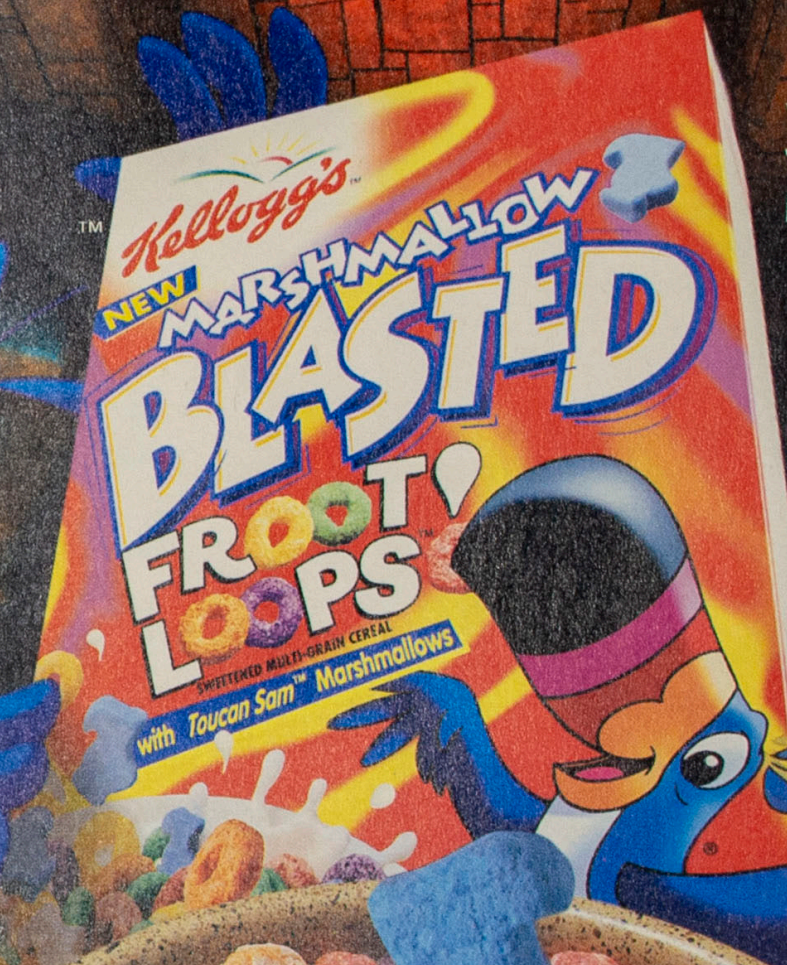
HINTS: First decide what the things in each suitcase have in common. Some objects seem to belong in more than one suitcase, but there's only one right answer for each unpacked item. *Answers on page 62.*



NICKELODEON MAGAZINE AUGUST 1998

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1

Tear out the *Service Area Sentinel*. When you stop for food and gas, hand the *Sentinel* to your friends or family as if you just picked it up. (A "Hey, look what I found!" should do the trick.) The front page describes all the goings-on at a fake rest stop, and the back has goofy activities for when you're on the road again.

2

Tear out the phony flyers on pages 47 and 48. Show them to your fellow passengers and say they're for local tourist sites you'd like to visit.

Service Area Sentinel

★ Incorporating the Truck Stop Tattler, Interstate Inquirer, and Rest-Area Bee ★

SERVICE AREA WEATHER

A Travelers' Advisory is in effect for all travelers. High temperatures expected near the nacho warmer. Chance of oil slicks in the coffee. High octane: 91. Low octane: 87.



UNCLE JOHN'S TRAFFIC REPORT

Live From Crapper 4



We've got general congestion in both men's and ladies' rest rooms. Men should avoid stall four due to flash flood conditions. Delays of up to seven minutes at the ladies' room due to rubbernecking near the mirror. Jackknifed bar of soap creating slippery conditions at men's sink. No injuries reported at this time. Flow is expected to return to normal.

TEEN TOPPLES TRINKET TOWER



Magnet Rack Collapses to the Floor; All the States Out of Order

(Routers) Chaos reigned at the Service Area yesterday morning when a teen toppled the trinket tower, sending state magnets flying in all directions. Several key chains and miniature spoons were also affected.

The linoleum was strewn with debris as far as the aisle could see. Magnets clung to spoons and vice versa in a desperate attempt at survival, and the sight of Florida stuck to North Dakota sent several survivors into shock. Witnesses described the perpetrator,

Trinkets before the terrorizing toppling.

Maggie Net, as an unhappy teenager who has been stuck in the car with her family for two weeks. Workers had already begun cleaning up the disaster at press time.

PANIC ON BUS 225

Greenhound Bus Loses Power, Makes Unplanned Stop



Life in the fast lane: Ol' Molasses in zippiier times.

A Greenhound Bus carrying 42 passengers suddenly slowed down to a speed of 1/50th mile per hour before finally coming to a complete stop at the Service Area. "It was just like the movie *Speed*," passenger Daphne Johnston said between sobs, "except we were going so slow. I honestly didn't think we'd get... anywhere."

The bus, nicknamed Ol' Molasses, was traveling so slowly that passengers began dozing off, biting their nails, grinding their teeth, overeating—anything to protect themselves from what transportation experts call "the unbearable boredom of bus rides."

"Cars were zooming right past us," said passenger Pete Duffy. "So were people walking on the roadside. I think I even saw a YIELD sign pass us!"

Bus driver Nathan Snail urged his passengers not to panic as a line of nervous riders began forming for the bathroom. "But I knew we were in for big trouble," Mr. Duffy said. "Especially because the toilet didn't flush."

Luckily, the fearless driver spotted the Service Area minutes later and managed to pull the bus over before it sped up to a final stop.

ENTERTAINMENT

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3. "Quit Playing Games (With My Cart)" Blackstreet Boys
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5. "The Dance" Fleetwood Mack Truck

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3. *Speedbumps* R.L. Street
4. *The Tale of a VW Rabbit* Bestrix Pitstop
5. *The Little V6 Engine That Could* Rev W. Awdry

Ask Big Betty

Big Betty Jones serves up coffee, eggs, home fries, and some of the best advice for highway travelers.



Dear Big Betty:

My family was driving near Baton Rouge, Louisiana, in our '97 black Maxima. To our right was a '93 red Escort. In the backseat was a girl with curly blonde hair. We stared at each other and made faces for about 30 miles. Suddenly, her car took an exit. Betty, what should I do? I don't know if I'll ever see her again.

Lovelorn in Louisiana

Lorn:

What is wrong with you boys nowadays? When I was your age no boy would waste his time crying into his placemat...he'd get a couple of rocks and go find an old fishing hole and a few frogs and forget the whole business. Lorn, are you a man or are you a mouse? 'Cause if a mouse comes into my dining area, I go after it with a broom. And I usually catch 'im, too.

Have a problem? Just send it to: Ask Big Betty, Service Area Sentinel, Rte. 999, Exit 18A, USA. She may not solve your problem, but she will give you a good old-fashioned talking-to.

ON THE ROAD

Use our handy Troubleshooting Guide to solve all your automotive ailments.

TROUBLESHOOTING GUIDE

PROBLEM	POSSIBLE CAUSE	SOLUTION
Car won't start.	Car wasn't started.	Start car.
Windshield wipers won't function.	They're broken.	Make it stop raining.
Strange rumbling noise in front seat	Indigestion	Use Maalox stored in glove compartment.
Brakes not working	Car didn't come with brakes.	Never drive car.
When driver turns steering wheel to the right, car turns left.	Driver doesn't know right from left.	Switch drivers.
Headlights don't shine.	Bulbs burned out	Don't drive at night.
Car moving in reverse	Engine was installed backwards.	Stand upside down, or drive while looking into mirror.
Driver in bad mood	Driver hasn't eaten.	Feed driver.

Kooky Car Quiz

When automobile manufacturers start naming their new cars Festiva, Integra, and Probe, it's plain to see that they've run out of good names. In the pairs listed below, we parked an actual car next to a fake one. Try to tell the real wheels from the counterfeits.

Answers at bottom of page.



- | | |
|---|--|
| <input type="checkbox"/> Dodge Neon | <input type="checkbox"/> Dodge Caramel |
| <input type="checkbox"/> Dodge Peon | <input type="checkbox"/> Dodge Caravan |
| <input type="checkbox"/> Volkswagen Jedi | <input type="checkbox"/> Subaru Impreza |
| <input type="checkbox"/> Volkswagen Jetta | <input type="checkbox"/> Subaru I'm Not So Impreza |
| <input type="checkbox"/> Chevy Nova | <input type="checkbox"/> Mitsubishi Mirage |
| <input type="checkbox"/> Chevy Nogo | <input type="checkbox"/> Mitsubishi Delusion |
| <input type="checkbox"/> Toyota Corolla | <input type="checkbox"/> Nissan Stanza |
| <input type="checkbox"/> Toyota Crayola | <input type="checkbox"/> Nissan Tony Danza |
| <input type="checkbox"/> Mercury Mercury | <input type="checkbox"/> Toyota Celica |
| <input type="checkbox"/> Mercury Merkur | <input type="checkbox"/> Toyota Angelica |
| <input type="checkbox"/> Honda Civic | <input type="checkbox"/> Ford Perspire |
| <input type="checkbox"/> Honda Cilantro | <input type="checkbox"/> Ford Aspire |
| <input type="checkbox"/> Suzuki Steam Clean | <input type="checkbox"/> Dodge Insipid |
| <input type="checkbox"/> Suzuki Esteem | <input type="checkbox"/> Dodge Intrepid |

PERSONALS

You: vending machine, M&M's, Tuesday morning rush hour. Me: right behind you. I'm peanuts about you, because you ain't plain. Meet me at the unleaded, Friday, 10:00 PM.

Get down & dirty at

The Preteen Hot-to-Tot Wally Wunka Roadhouse



Located right across the road. A 10-second walk (traffic permitting).

Make a left turn at the underpass, look for the big green overgrowth. Go straight for 10 steps past the brown Dumpster, then head for the shed.

Kids admitted free, all day, all night! No one over 13 allowed.

- * Milk! * Soda! * Juice!
- * Unlimited refills on cookies!
- Tuesday is always Free Chocolate-Milk Day!
- Thursday: Little Ladies Night!

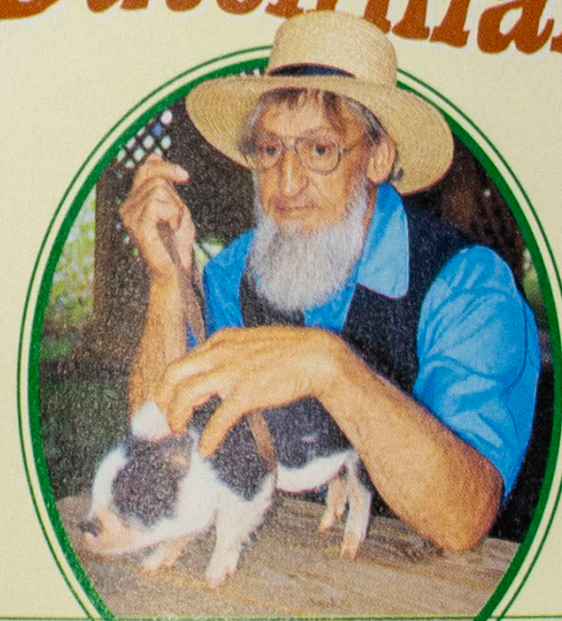
Kooky Car Quiz: The real cars are the Neon, Jetta, Nova, Corolla, Merkur, Civic, Esteem, Caravan, Impreza, Mirage, Stanza, Celica, Aspire, and Intrepid.

PHONY FLYERS

Cut out these flyers and tell your fellow passengers that you want to visit these tourist spots.

A trip to Upchuck Village wouldn't be complete without a stop at

Der Hürling Dütchman



Phineas T. Hoffenoffor's quaint family restaurant serves up authentic Nauseous-Style Cooking in an Olde World setting.

Enjoy our chef's specialties: Pig Brains Potpie, Lung Bits Casserole, Farmer Bob's Eggs, and for dessert, suck on our scrumptious Fudge-Covered Rocks!

Can't decide what to eat? Try our NEW overstuffed Nauseous Country Sampler. Free Sick-as-a-Doggie Bag with every order!

Directions: DER HÜRLING DÜTCHMAN is conveniently located on I-17 South, just 1 mile past County Hospital.

DER HÜRLING DÜTCHMAN

Don't miss these other attractions in Upchuck Village:

- Smythe's Apple-and-Nose-Picking Farm
- Grannie's Shawl Shoppe
- Notions 'n' Trifles 'n' Stuff 'n' Things

Tired of living in the past?

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FUN! FASCINATING! INFORMATIVE!

When you visit Contemporary Williamsburg, you embark on a spectacular journey into the historic present.



See expertly trained actors living out their daily lives in authentic modern-day costumes. Learn about present-day culture, lore, and customs. Hear modern American English the way it was really spoken...this morning!

Find out about modern transportation, taste day-old food, and experience how Americans actually live and interact in 1998.



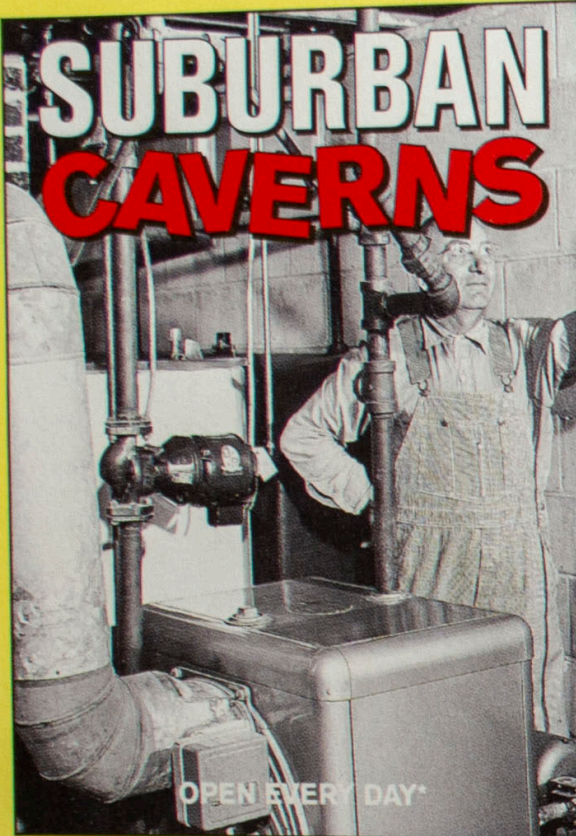
Reproductions of real 1998 houses and homes. (1:1 scale)

Stay in one of our Contemporary Williamsburg motels and feel like you're living in today. Even our television programs are exact reproductions!

NICKELODEON

PHONY FLYERS

Cut out these flyers and tell your fellow passengers that you want to visit these tourist spots.



MAN-MADE SPLENDOR
Suburban Caverns is the most breathtaking of all the unfinished basements in the Oak Grove subdivision.

ATTRactions

- See boxed-up holiday decorations from years gone by.
- View the sock formation—the result of more than six weeks of accumulated laundry.
- Ponder the rare, strange Couch Slug, a creature that never emerges from its dark home. Without pigment and nearly blind, the Couch Slug remains settled on its sofa, lulled by the glow of the television.
- Gaze at the *National Geographic* Magazine Collection, which dates back to 1973!

CAVERN ENVIRONMENT Regardless of weather conditions, the temperature at Suburban Caverns remains a clammy 58° throughout the year.

FACILITIES Many conveniences are provided for your comfort. A 1,000-square-foot home is located directly above the Caverns and contains a rest room, dining area, and other amenities.

***EXCEPT LAUNDRY DAY**

Be sure to bring your camera!

MADAME TOAD'S WAX DRIPPINGS MUSEUM

Enter the wild, wonderful, way-out world of wax! Watch our skilled artisans carefully craft miniature masterpieces out of recycled wax!



Marvel at an image of our founder, Madame Toad.

Gasp in horror at the terrifying three-legged spider!



Are you into aromatherapy? You can't get more relaxed than after spending an hour in the Vanilla-in-the-Mist Kenny G room. Try a free sample!

DON'T MISS THE GIFT SHOP!

NICKELDEON

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Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
 2 Hairy Truth #2: The longest beard ever measured was 17-and-a-half feet long.	 3 Independence Day in Jamaica Happy Independence Day, mon!	 4 Hairy Truth #3: Hair on the head grows an average of half an inch each month.	August is National Hair-itage Month. 5 Neil Armstrong, first man to walk on the moon, born, 1930 He took the first small step for baby-kind.	Hairy Truth #1: Eyebrow and eyelash hairs grow for about 10 weeks, then rest for nine months. 6 David Robinson, basketball player, born, 1965 Here's to you, Mr. Robinson.	 7 Summer is half over Summer hotter than others. 14 Halle Berry, actress, born, 1968 She was a Berry good baby.	 8 Matthew Henson, co-discoverer of North Pole, born, 1866 He was on top of the world.
9 Gillian Anderson, actress, born, 1968 She began X-isting.	10 Missouri becomes the 24th state, 1821 Missouri loves company.	11 Hairy Truth #4: A porcupine's quills are actually a type of hair.	 19 Bill Clinton, 42nd U.S. President, born, 1946 Wail to the chief.	13 International Left-Handers Day Don't be left out.	 21 The Mona Lisa is stolen from the Louvre (it was recovered two years later), 1911 The Louvre had a slight change of art.	22 Great American (Rubber) Duck Race in Deming, New Mexico, begins Everybody duck!
16 Hairy Truth #5: Men and women in ancient Egypt shaved their heads to keep cool.	17 Robert Fulton begins the first American steamboat trip, 1807 Full steam ahead.	 25 Michigan State Fair begins All wolverines admitted free.	 27 Hairy Truth #6: Some women's hair- styles in the 1770s were more than three feet tall.	 28 LeAnn Rimes, singer, born, 1982 Did she wear baby Blue?	20	
23 Barbara Eden, actress, born, 1934 Grant someone three wishes.	24 Mount Vesuvius erupts, AD 79 Don't blow your top.	31 National Hair-itage Month ends Hair today, gone tomorrow.				
30						



CLUB KIDS

Tiger Woods won the American Junior Golf Association (AJGA) Junior Player of the Year award in 1991 and 1992. This year's winners are **David Gossett** (far left), age 19, and **Beth Bauer** (near left), age 18. **Andrew Santella** teed up a few questions for the pair.

Real

NICKELODEON MAGAZINE: How did you get started playing golf?

BETH BAUER: I come from a golfing family—my dad was a golf pro—so I've had clubs in my hands since I was two or three. I played my first tournament when I was nine.

DAVID GOSSETT: My dad introduced me to the game when I was eight or nine. He taught me the rules, the etiquette, the swing. I was ten or eleven before I got serious.

How often do you play?

DAVID: During the school year, I play every day.

BETH: I play every day, anywhere from three to seven hours.

Do you use caddies?

DAVID: No. You have to carry [your clubs] in amateur golf. You definitely have to stay in shape. Some days it's ninety degrees and humid. It can be brutal.

Have you ever had a hole-in-one?

BETH: Yes, once. I hit one from 160 yards. I didn't see it go in because it was in a little valley, but there were all these people around the green and they screamed, so I knew. I couldn't believe it.

What would you say to someone who thinks golf is boring?

DAVID: I'd say the person probably hasn't played. First you have to play and get a respect for the game and see how hard it is.

BETH: A lot of people who say that just watch golf on TV, which I guess can be boring. But I like everything about it. To me, it's very exciting.

Is it cool to be a golfer now that Tiger Woods has become famous?

BETH: Oh yeah, my friends are a lot more impressed. Everyone used to think golf was nerdy.

Now they're green with envy.



PUTT IT TO THE TEST

by David Lewman

See whether your knowledge of golf is up to par. Mark T or F for each statement. **Answers on page 62.**

- ☐ ☐ In the early days of golf, golf-course grass was kept short by hungry rabbits.
- ☐ ☐ The dimples on a golf ball are there to make it cuter.
- ☐ ☐ During a game, you should yell "fore" only when it looks like your shot is going to smack someone.
- ☐ ☐ The holes on a golf course are dug by trained prairie dogs.
- ☐ ☐ The flags on a golf course tell you which country owns each hole.
- ☐ ☐ Tiger Woods has a brother named Lion.
- ☐ ☐ When you accidentally dig a chunk of grass out of the course with your club, you have to put the patch back where it came from.
- ☐ ☐ The place where you buy clubs, balls, and snacks is called a golf cart.
- ☐ ☐ If you hit a ball into the water, the rules of golf say you have to dive in and get it.
- ☐ ☐ Certain types of golf clubs were once called mashies, brassies, and niblicks.
- ☐ ☐ After everyone has teed off, the golfer whose ball is farthest from the hole gets to go first.



NICKELODEON MAGAZINE AUGUST 1998

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BACK TO SCHOOL SO SOON?

By FISKARS®

LISTEN UP!

Hey, Kids!
Your friends at FISKARS want you to have a September to remember. How? By hitting the books, dressing for looks, and entering the **FISKARS BACK TO SCHOOL BLAST OFF SWEEPSTAKES.** Take a minute and you could win it!

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With a plastic tip that doesn't eat paper.



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A loaded-to-the max computer, PLUS FISKARS Class Act Kits for your whole class!

50 First Prizes
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100 Second Prizes

FISKARS Paper Edgers (the outstanding shape-maker with 32 different creative contour effects!)

FISKARS BACK TO SCHOOL SWEEPSTAKES OFFICIAL RULES

1. NO PURCHASE NECESSARY.

2. To enter the sweepstakes, either fill out an official entry form available in the August 1998 issue of NICKELODEON MAGAZINE or handprint your name, address, city, state, zip code, daytime phone number and age on a 3 1/2 x 5 postcard, and mail it to:

FISKARS Back to School Sweepstakes

P.O. Box 1180 Grand Rapids, MN 55745-1180

Enter as often as you wish but each entry must be hand-printed and mailed separately. Express overnight entries will not be accepted. Entrants must be 17 years old or younger as of June 26, 1998. Limit one prize per family/household.

3. Entries that are illegible, incomplete, printed by machine or otherwise mechanically reproduced will not be accepted. Sweepstakes sponsors are not responsible for entries that may be lost, delayed, misdirected or misread or for typographical errors in the entry forms or rules.

4. Sweepstakes commences June 26, 1998 and ends August 31, 1998.

5. All entries must be received at the above address by midnight (ET) September 7, 1998. Winners will be selected by a random drawing on or about September 19, 1998 by an independent judging organization from among all qualified entries received.

Winners will be notified by mail on or about September 19, 1998 and will be required to sign an Affidavit of Eligibility and Release within 30 days of notification. If a winner is unreachable within such time period an alternate winner will be selected from among all remaining qualified entries. Odds of winning will depend on the total number of entries received.

6. The concept of the sweepstakes and prizes are as follows:

Grand Prize (1) includes an Intel personal PC computer package (Estimated Retail Value: \$2,500) and thirty-five (35) Fiskars gift bags that will each include a Fiskars Student Scissors, Pencil and Compass for the Grand Prize winner's class (Estimated Retail Value: \$716.00). Total estimated retail value of Grand Prize: \$3,216.00. Fifty (50) Second Prize winners will each receive one (1) Fiskars Student Scissors, Pencil and Compass (Estimated Retail Value: \$20.46). One hundred (100) Third Prize winners will each receive Fiskars Paper Edgers (Estimated Retail Value of one (1) Third Prize is \$7.50). Total

estimated retail value of all sweepstakes prizes is \$4,989.00. Arrangements for fulfillment of prizes to be made by MTV Networks ("MTVN") on or about September 30, 1998.

7. All prizes are non-transferable. Substitution of prizes by winners is prohibited. MTVN reserves the right in its sole discretion to substitute any prizes with prizes of comparable value. The winners receipt of any of the prize components of this sweepstakes is conditioned upon compliance with any and all applicable Federal, State and Local laws, rules and regulations. Winners are solely responsible for all insurance and applicable Federal, State and Local taxes.

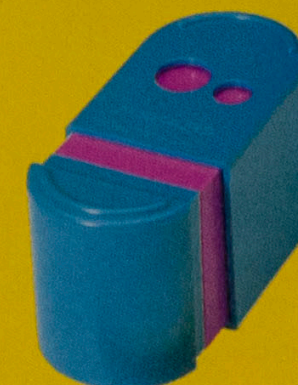
8. Sweepstakes open to residents of the United States who are 17 years old or younger as of June 26, 1998. Sweepstakes not open to employees and their immediate families of MTVN, Fiskars, their parents, subsidiaries and affiliated companies, licensees, advertising and promotional agencies, the independent judging organization, printing agents and any other sponsors. Winners must prove eligibility. Void where prohibited or restricted by law. All entries become the property of MTVN. Each winner and his/her parent or legal guardian will be required with MTVN to sign and return an affidavit of eligibility and compliance with the official rules and all legal documents which MTVN may require (including a W-9 tax form). In addition, each winner and his/her parent or legal guardian must sign an affidavit (releasing MTVN, Fiskars, and their parent, subsidiary and affiliated companies and any and all other sponsors of the sweepstakes from any and all liability, claims, demands and causes of action for personal injury and/or damage, or the loss suffered in connection with this sweepstakes or the use or acceptance of the prizes or any portion thereof to be eligible for the prizes, and wherever permitted by law, granting MTVN the right to use his/her name and likeness for advertising and publicity purposes without additional compensation to winner. Entry into the sweepstakes constitutes the winner's agreement to sign such releases. Non-compliance will result in disqualification and an alternate winner will be selected.

9. By participating in this sweepstakes, entrants agree to be bound by these rules and the decisions at this page and MTVN, which are final in all matters relating to this sweepstakes.

10. For a list of winners and/or a copy of these official rules, send a stamped self-addressed envelope by October 1, 1998 to: FISKARS Back to School Sweepstakes, P.O. Box 1180, Nickelodeon Magazine 1515 Broadway 41st Floor New York, NY 10036.

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To give you the edge.

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City _____

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Draw Arnold!

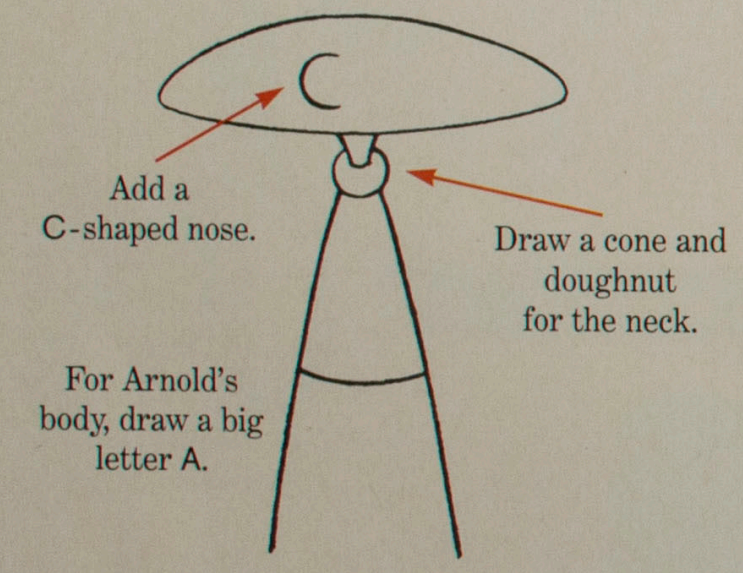
Draw *Hey Arnold!*'s main character in the blank space below by following these step-by-step instructions. Make sure you use a pencil with a good eraser, because some steps require erasing.



An Arnold animator at work.

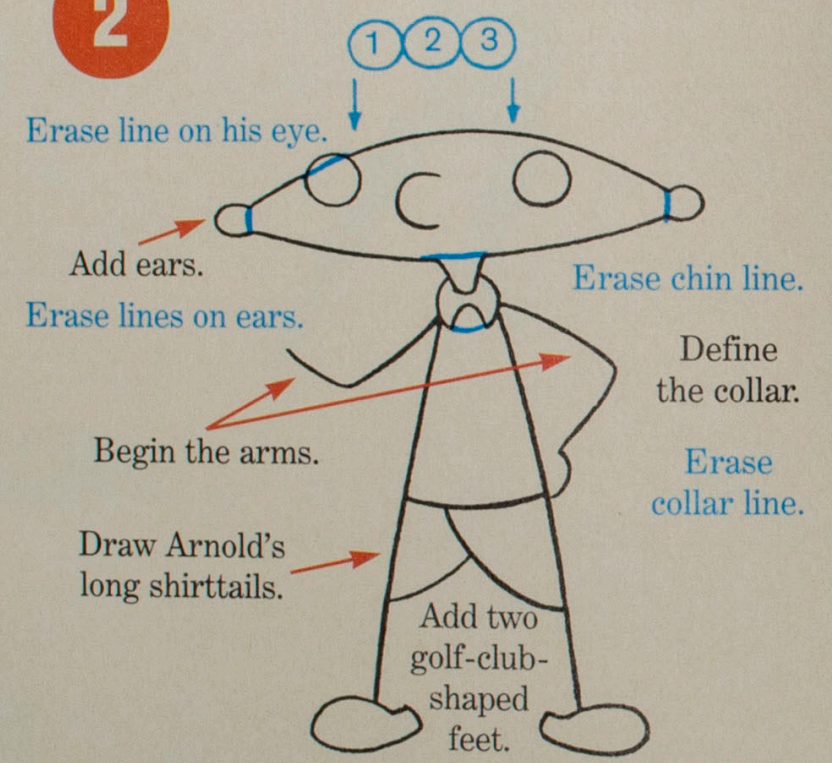
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Start with a football-shaped head.

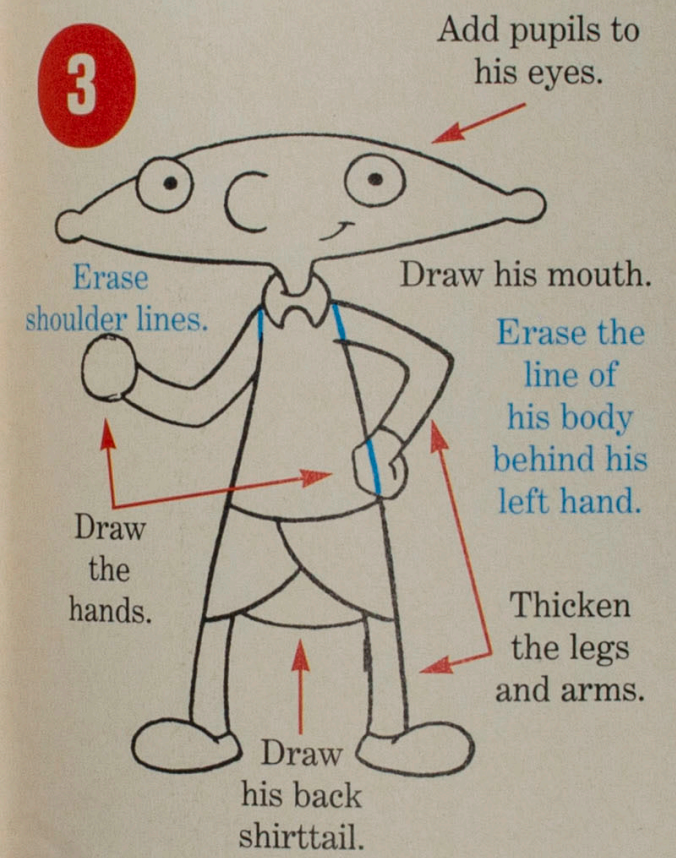


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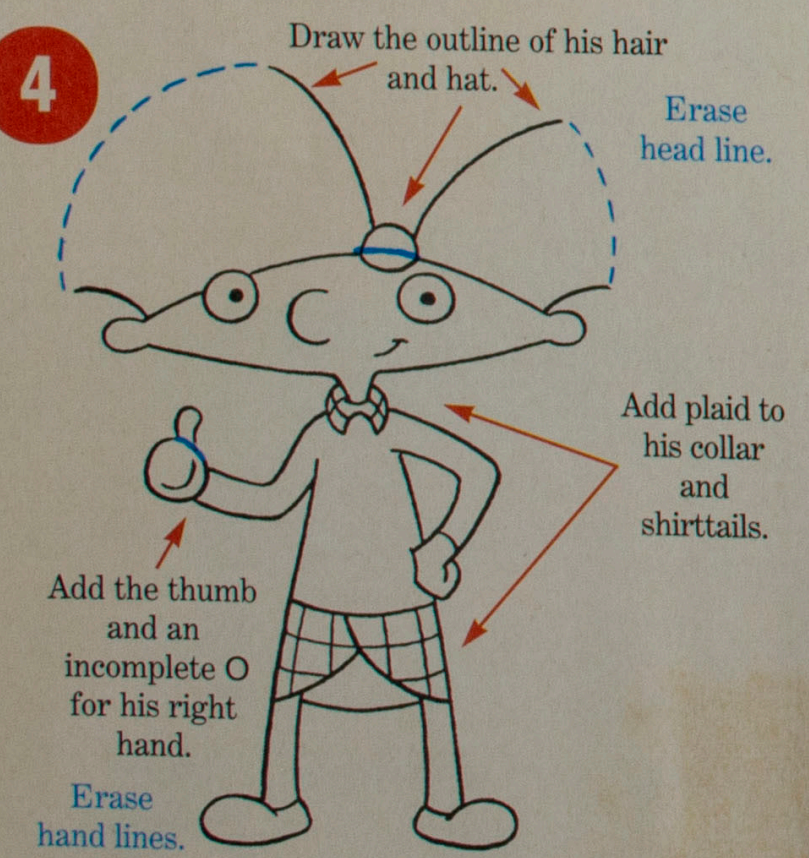
Draw the eyes (about three circles apart).



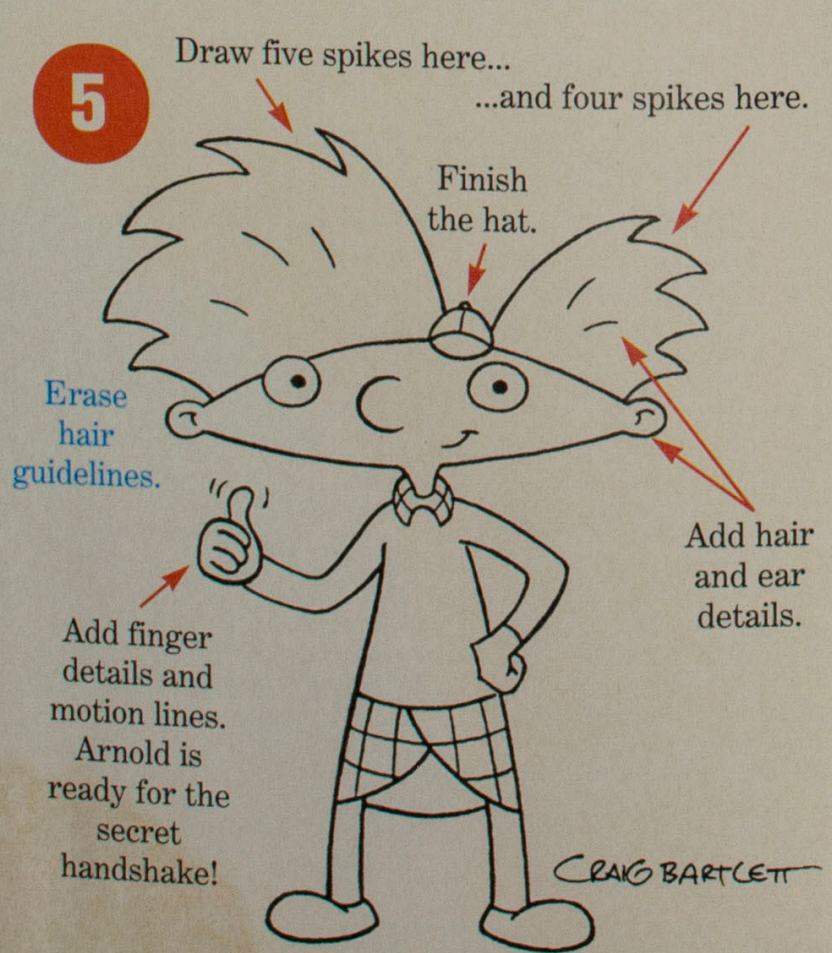
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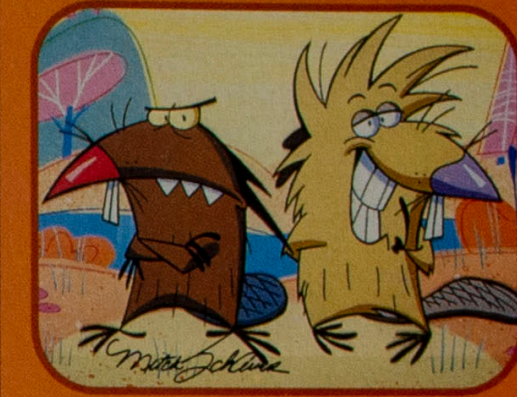
4



5



Draw Arnold here!



Beavers vs. Beavers

The *Angry Beavers* on Nickelodeon might leave you thinking that real beavers munch nachos and watch sci-fi movies. Read on to find out how the Nicktoon rodents measure up to their real-life counterparts.

Angry	Real
Live in a spacious two-story home inside their dam	Live apart from their dam, in a one-room lodge
Can chew through a thick tree in the blink of an eye	Can chew through a five-inch-thick tree in about three minutes
Speak fluent English	Speak no English, but do murmur back and forth to one another
Show anger by calling each other names, such as Spooty Head	Show anger by hissing
Are sometimes mistaken for weasels	Are hard to mistake for weasels—the average beaver is three times bigger than the average weasel
Had to leave home when their new siblings were born	Have to leave the lodge right before their new siblings are born
Have trouble staying up all night	Usually stay up all night to forage for food and work on their dams and lodges
Once grew their teeth really long as a fashion statement	Keep their teeth short by gnawing on wood
Daggett studied martial arts so that he could pester other animals.	Slap their tails on the surface of a pond to scare away predators
Stock their kitchen with twigs and junk food	Store branches in the mud on the bottom of their pond
Love to watch crummy science-fiction and horror movies	Don't watch television, not even <i>Leave It to Beaver</i> reruns



Check local listings for *Hey Arnold!* and *Angry Beavers* show times.



Cartoon King

Real

With three new Nicktoons in every episode, Nickelodeon's show *Oh Yeah! Cartoons* is for serious cartoon fans. **Fred Seibert**, the program's creator and executive producer, chooses which cartoons get to appear. He got very animated when we asked him these questions.



NICKELODEON MAGAZINE: Why did you create *Oh Yeah! Cartoons*?

FRED SEIBERT: Since so many kids say they look forward to new cartoons on Nickelodeon, I thought it would be great to have a place to show new cartoons every week.

Why do you like cartoons so much?

I loved the feeling of watching cartoons when I was a kid, and I love recapturing that feeling as an adult by working with people who make them.

What were some of your favorite cartoons as a kid?

My first favorite was a cartoon called *Huckleberry Hound*. I also liked *Bugs Bunny* and *The Flintstones*.

What makes a great cartoonist? He or she has to be able to draw, be funny, and be able to tell a story.

Which cartoon character would you like to spend a day with?

I always thought Bugs Bunny would be a great guy to have around, because even when he's bothering you, he's awfully funny.

If you were a cartoon character, who would you be?

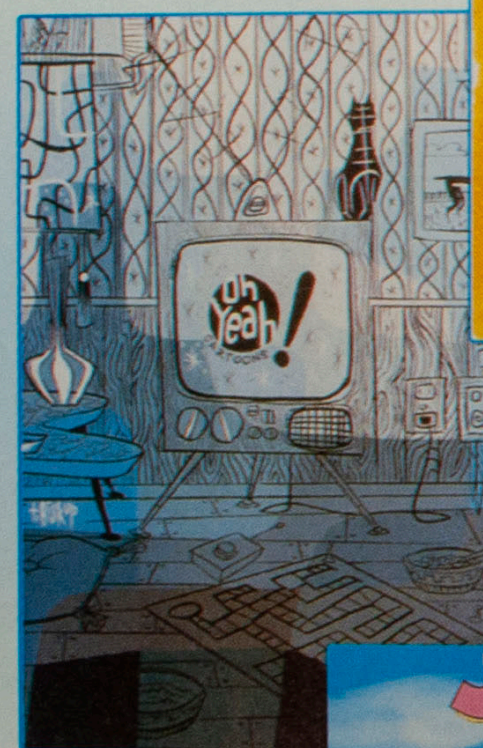
Because my name is Fred, and *The Flintstones* came out when I was nine, I've always identified with Fred Flintstone. He's just a regular guy, and I consider myself just a regular guy. He does good things, but he also messes up a lot, and I think of myself that way, too.

What is your favorite cartoon sound effect?

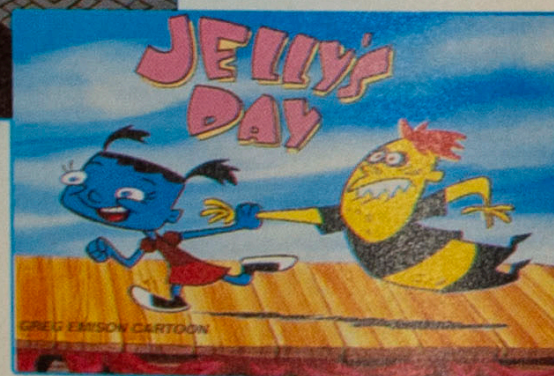
My favorite sound effect happens when Fred Flintstone makes his car take off by putting his feet



Oh Yeah! Cartoons premieres Sunday, July 19, at 11 AM. Show airs one hour earlier in the central time zone. Show times subject to change. Check local listings for details.



CELL-EBRATION: Two of the cartoons featured in *Oh Yeah! Cartoons* (above and below), plus a scene from the show's opener (left).



Real Characters

We asked these *Oh Yeah! Cartoon*-ists to sketch themselves, for a change.

Real

Alex Kirwan

Oh Yeah! Cartoons he created:

"Teddy & Art" and "Thatta-Boy"

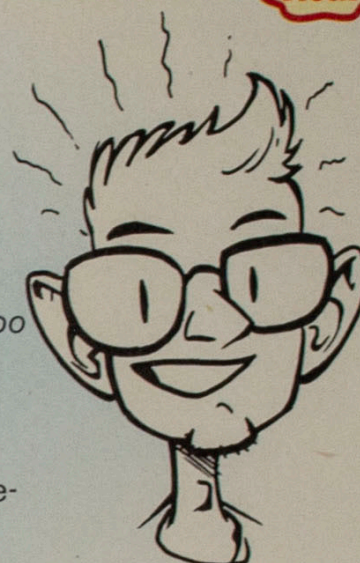
Most challenging thing to draw: Cars

Usually doodles: Monsters and robots

Favorite cartoon as a kid: *Scooby-Doo*

Favorite cartoon sound effect: The PBPPPPPPPP noise made by the Jetsons' car

Dream superhero power: "Glow-in-the-dark eyeballs"



Butch Hartman

Oh Yeah! Cartoons he created:

"The Fairly Oddparents"

Most challenging thing to draw:

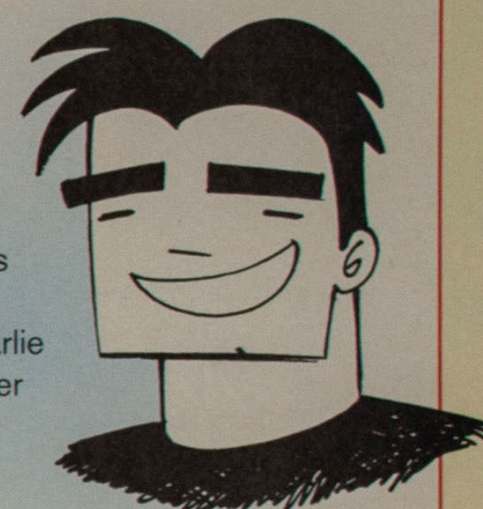
Realistic cars

Usually doodles: Superheroes

Favorite cartoon sound effect:

The KA-THUD! when Charlie Brown hits the ground after trying to kick a football

Dream superhero power: "The power to eat whatever I want without gaining weight"



Rob Renzetti

Oh Yeah! Cartoons he created: "Ask Edward" and "The F-Tales"

Most challenging thing to draw:

Accurate caricatures

Usually doodles: Caricatures of people he knows

Favorite cartoon as a kid: *Popeye*



Larry Huber

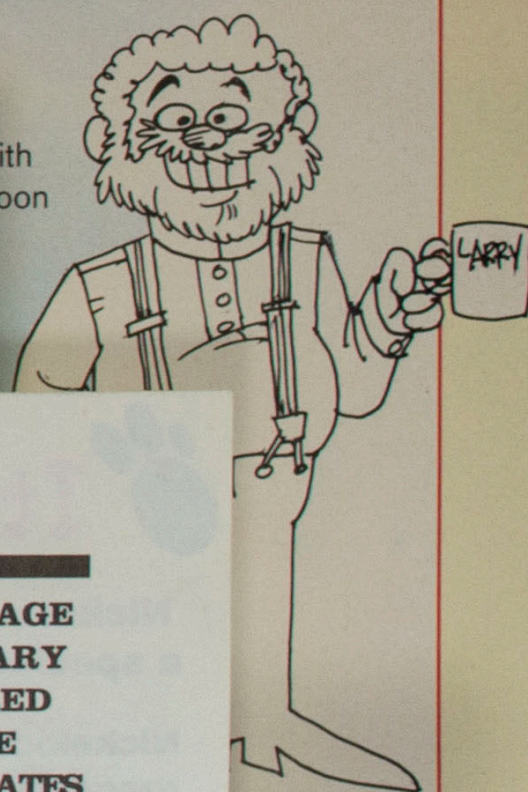
Oh Yeah! Cartoons he created:

"ChalkZone," "The Man With No Nose," and "Apex Cartoon Props & Novelties"

Most challenging thing to draw:

Cats and horses

Usually doodles: Cartoon



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August 1998

Cartoon King

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NICKELODEON MAGAZINE: Why did you create *Oh Yeah! Cartoons*?
FRED SEIBERT:

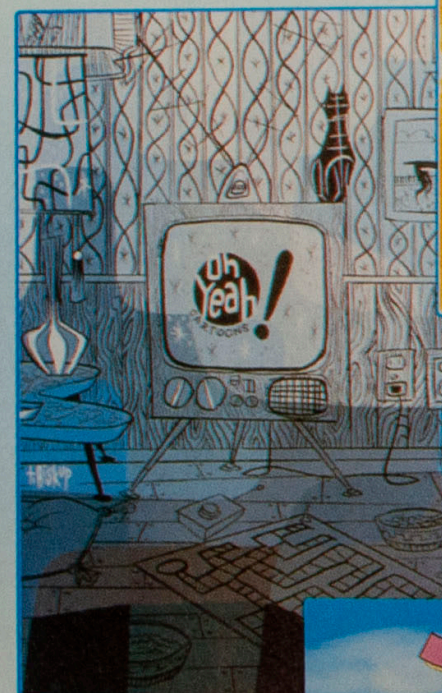
Say to me, Nickelodeon, I'm great to have a cartoons every u

Why do you like so much?

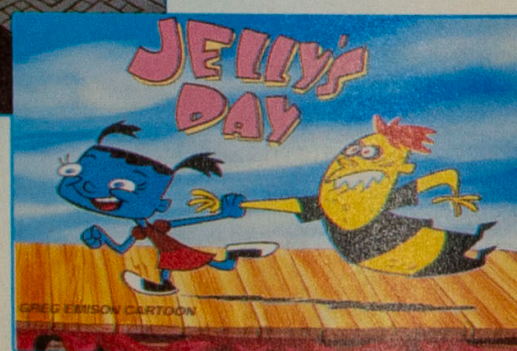
I loved the feeling cartoons when I love recapturing adult by working make them.

What were son favorite cartoon

My first favorite called *Huckleberry* liked *Bugs Bunny* *Flintstones*.



CELL-EBRATION: Two of the cartoons featured in *Oh Yeah! Cartoons* (above and below), plus a scene from the show's opener (left).



What makes a great cartoonist?
He or she has to be able to draw, be funny, and be able to tell a story.

Which cartoon character would you like to spend a day with?
I always thought Bugs Bunny

down on the ground and running.

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JN043N3

Real Characters

We asked these *Oh Yeah! Cartoon*-ists to sketch themselves, for a change.

Real

Alex Kirwan

Oh Yeah! Cartoons he created:

"Teddy & Art" and "Thatta-Boy"

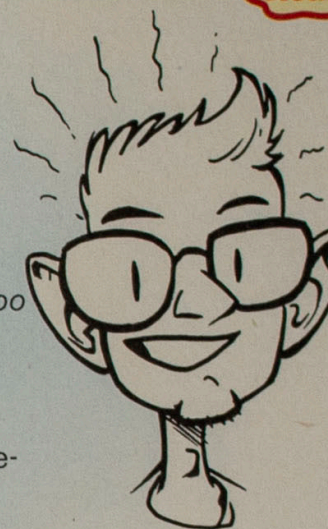
Most challenging thing to draw: Cars

Usually doodles: Monsters and robots

Favorite cartoon as a kid: *Scooby-Doo*

Favorite cartoon sound effect: The PBPBPBPBPBPB! noise made by the Jetsons' car

Dream superhero power: "Glow-in-the-dark eyeballs"



Butch Hartman

Oh Yeah! Cartoons he created:

"The Fairly Oddparents"

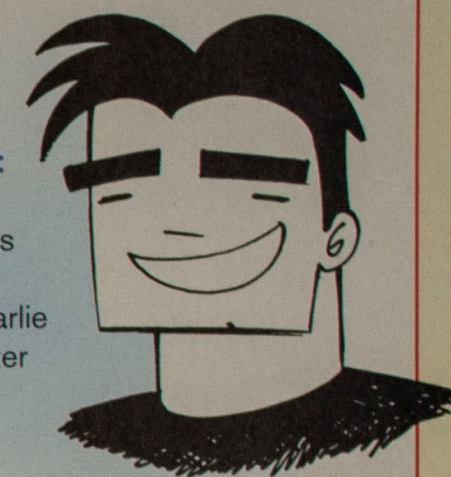
Most challenging thing to draw: Realistic cars

Usually doodles: Superheroes

Favorite cartoon sound effect:

The KA-THUD! when Charlie Brown hits the ground after trying to kick a football

Dream superhero power: "The power to eat whatever I want without gaining weight"



Rob Renzetti

Oh Yeah! Cartoons he created: "Ask Edward" and "The F-Tales"

Most challenging thing to draw:

Accurate caricatures

Usually doodles: Caricatures of people he knows

Favorite cartoon as a kid: *Popeye*, before it was in color

Favorite cartoon sound effect:

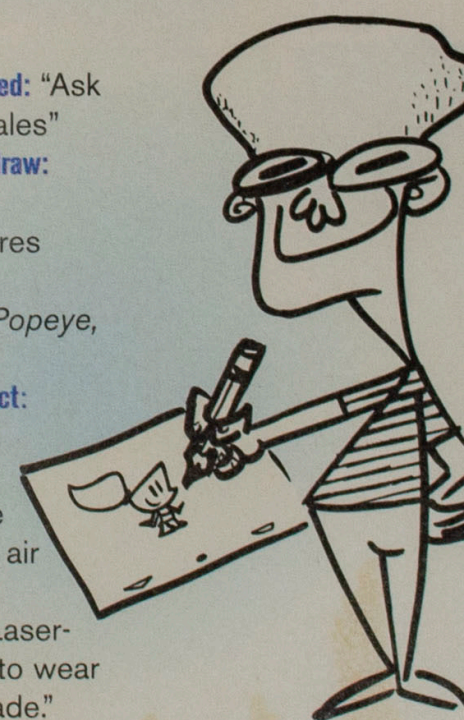
The BOOGEDY BOOGEDY!

sounds some characters make

when they jump in the air

and run in place

Dream superhero power: "Laser-freeze vision. I've had to wear glasses since sixth grade."



Larry Huber

Oh Yeah! Cartoons he created:

"ChalkZone," "The Man With No Nose," and "Apex Cartoon Props & Novelties"

Most challenging thing to draw:

Cats and horses

Usually doodles: Cartoon eyes

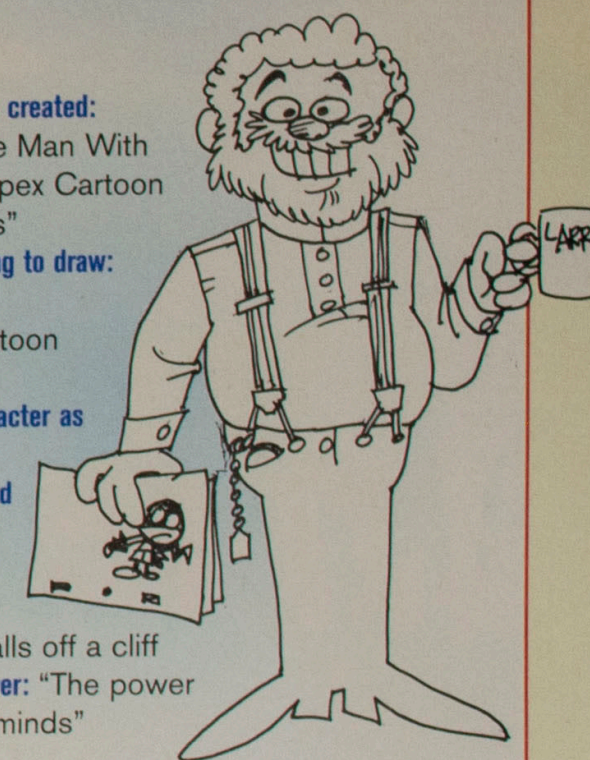
Favorite cartoon character as a kid: Yogi Bear

Favorite cartoon sound effect: The WAH-HA-HA-HOOIE!

sound made by

Goofy when he falls off a cliff

Dream superhero power: "The power to read people's minds"



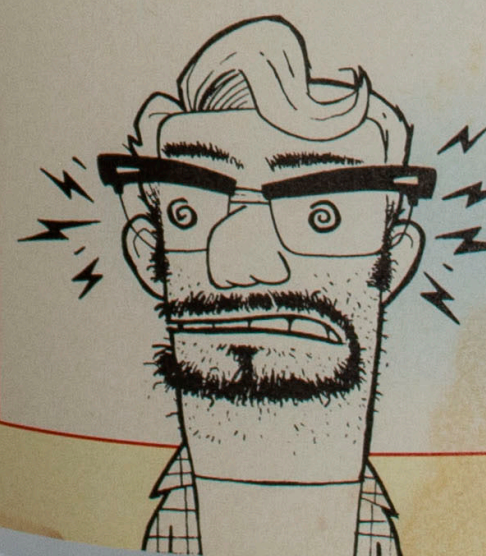
Dave Wasson

Oh Yeah! Cartoons he created: "Max and His Special Problem" and "Jack and the Beatstalk"

Most challenging thing to draw: Accurate caricatures

Favorite cartoon sound effect: The SLAM! sound when Tom of *Tom and Jerry* rams into something

Dream superhero power: "The power to cancel the effect of gravity on people or objects of my choice so that they'd float off the planet"



ooze news

MORE NEWS FROM NICKELODEON
August 1998

Liwin' Loopy

Real

In honor of KABLAM!'s *Life With Loopy* special, we asked the creator, **Stephen Holman** (below, left), about life on the Loopy side.



NICKELODEON MAGAZINE: What is Loopy's full name?
STEPHEN HOLMAN: Loopy is short for Lupicia [pronounced loop-EE-sha], and nobody knows this yet, but her last name is Cooper.

Were you more like Loopy or her brother Larry as a kid?
To be honest, Larry is the dweebier side of me growing up, and Loopy is the cooler side.

How is *Life With Loopy* made?
Loopy is a mixture of stop-action animation, puppetry, and live action. The faces of Loopy and her family are made of metal, and their features are magnetic, which makes it easy to change their expressions.

Do you play any parts in the live-action segments?
Yes, I play Charlie Chicken, and in "Late Night With Loopy" I played the TV host Hank Hankerman—our version of David Letterman.

Loopy's parents always answer her questions with far-out stories. Do you remember any far-out stories you were told as a kid?
One of the breakfasts we were served when I was a kid was scrambled eggs mixed with

mushrooms, and the mushrooms turned the scrambled eggs gray. It was my favorite meal, and my dad told me it was gray dogfish. So until I was about six, I used to tell everyone that my favorite meal was gray dogfish.

Any chance Loopy will have gray dogfish for breakfast?
Well, I *have* been thinking about it.



Loopy.

Larry, Loopy's brother.



The *Life With Loopy* special airs Friday, August 7, at 8 p.m. Show airs one hour earlier in the central time zone. Show time subject to change. Check local listings for details.

Nickel O Puzzle

Meet O (the blue O, above), host of Nickelodeon's new nighttime hour, called **Nickel-O-Zone**. To make O feel at home, match the clues in the first column to the correct answers in the second column. We filled in the Os already. **Hint:** Find and fill in the easiest clues first, to narrow down the choices. We did one for you. **Answers on page 62.**

- 1 Kenan and Kel movie
- 2 The section of NICKELODEON MAGAZINE you're reading now
- 3 Santa's laugh
- 4 "Bond, James Bond."
- 5 A bad smell from inside your sneakers
- 6 Nickelodeon character who loves a mystery
- 7 A 12-inch frankfurter

- A oo 7
- B oo o o
- C oo o
- D oo
- E oo
- F o! o! o!
- G oo

by Andrew Brisman

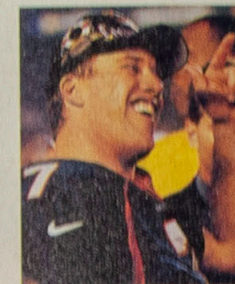
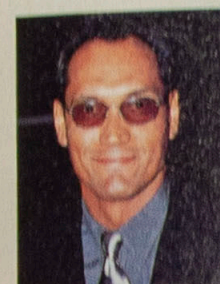


Nickel-O-Zone premieres August 31, from 8 p.m. to 9 p.m. It airs one hour earlier in the central time zone. Time subject to change. Check local listings for details.

HEY, HERB!

Real

Where you ask the president of Nickelodeon, Herb Scannell, anything you want.



Has anyone ever told you that you look like Jimmy Smits of *NYPD Blue*?
Yes, I've been told I look like Jimmy Smits (above, left). People also think I look like [Broncos quarterback] John Elway (above, right), but I don't see the resemblance.

What has been your favorite decade so far?
I liked the idealism and music of the

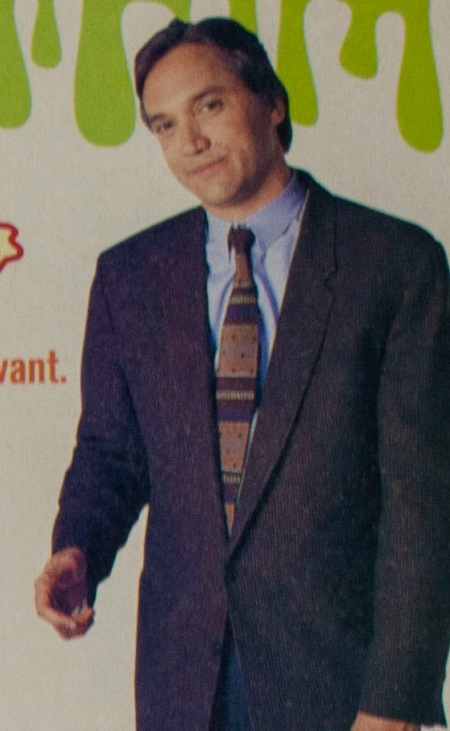
sixties. I'm not a disco fan, and I thought the fashion was really bad in the seventies. The nineties have been pretty good: I became a dad and got to be president of Nickelodeon. Since those are the things that make me happy, I'd have to say the nineties.

Did you ever wear skintight bell-bottoms or have a 1970s hairstyle?

I tried to grow my hair long enough for a ponytail, but it never worked, because my hair is really thin. At a certain length the ends would flip up and look goofy. I did have a pair of black-and-white-striped bell-bottoms that were pretty tight on me, even though I was very skinny!

Send your questions to:

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Whatever You Want

Say What? from the March 1998 issue

Skeleton on left: How do you think we're doing?
Skeleton on right: We're getting killed out here!

Todd S., age 12
Ferndale, Washington

Skeleton on left: Piano lessons can be murder.
Skeleton on right: Tell me about it.

Andrew M., age 9
Omaha, Nebraska

Skeleton on left: Hey, you forgot a note.
Skeleton on right: I know. My finger fell off.
Lindsey J., age 10
West Palm Beach, Florida

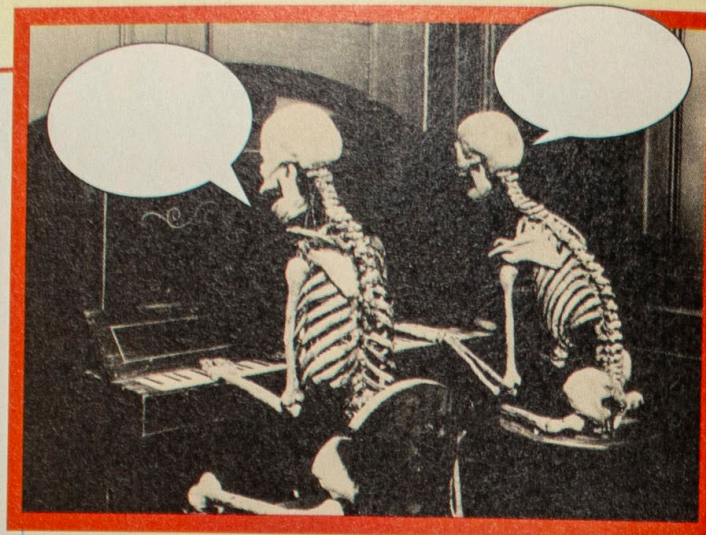
Skeleton on left: Where did the teacher go?
Skeleton on right: I don't know, but it seems like she has been gone forever!

Michael C., age 7
Port Orchard, Washington

Skeleton on left: How come we can't play at church, Tom?
Skeleton on right: Because we don't have organs, Dave.

Darryl W., age 12
Marion, Ohio

Skeleton on left: You stink at the piano!
Skeleton on right: Excuse me for dying!
Allison P., age 11
Batavia, Illinois



Skeleton on left: I think we've practiced long enough.
Skeleton on right: I'll say!

Jessica D., age 11
Larkspur, California

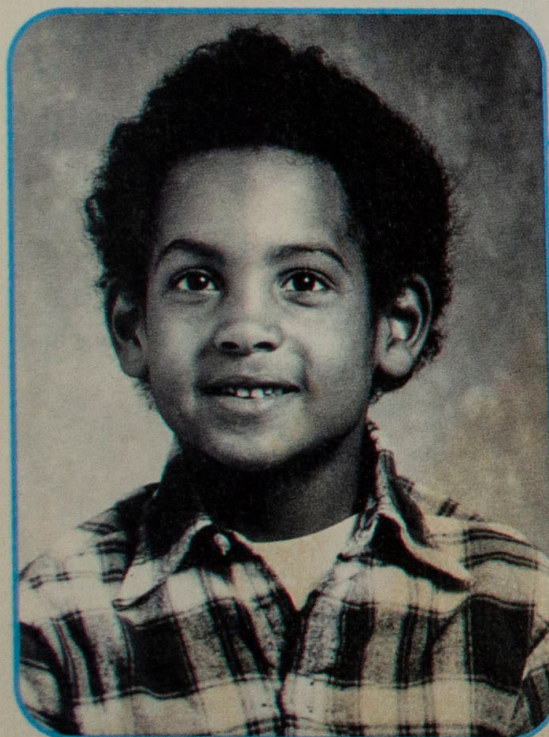
These are drop-dead funny.

Thanks for your entries.
They tickled our funny bones.

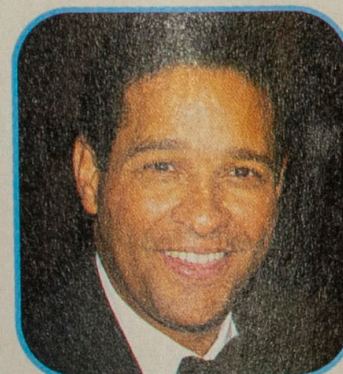
Face to Face

Take a good look at the boy on the left. He grew up to be one of the famous men on the right. Can you guess which one?

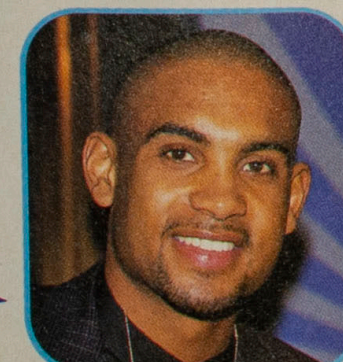
Answer on page 62.



Wynton Marsalis
Musician



Bryant Gumbel
TV Journalist



Grant Hill
Basketball Player



NICKELODEON MAGAZINE AUGUST 1998

The Jokes

by David Lewman

What did the waitress say when the big wave hit the beach party?
"Dinner is surfed."

Who pulls teeth and loves camping?
The tentist.

Who has tattoos, green hair, and a great serve?
Tennis Rodman.

When is a baseball game like a circus?
When you see a lion drive.

What happens when the whole planet gets sunburned?
There's a massive earthflake.

What do you call someone who sits behind a lifeguard at a pool?
A backseat diver.

What should you do if the beach is really crowded?
Get on the wading list.

Why don't bells lie in the sun?
They're afraid they'll peel.

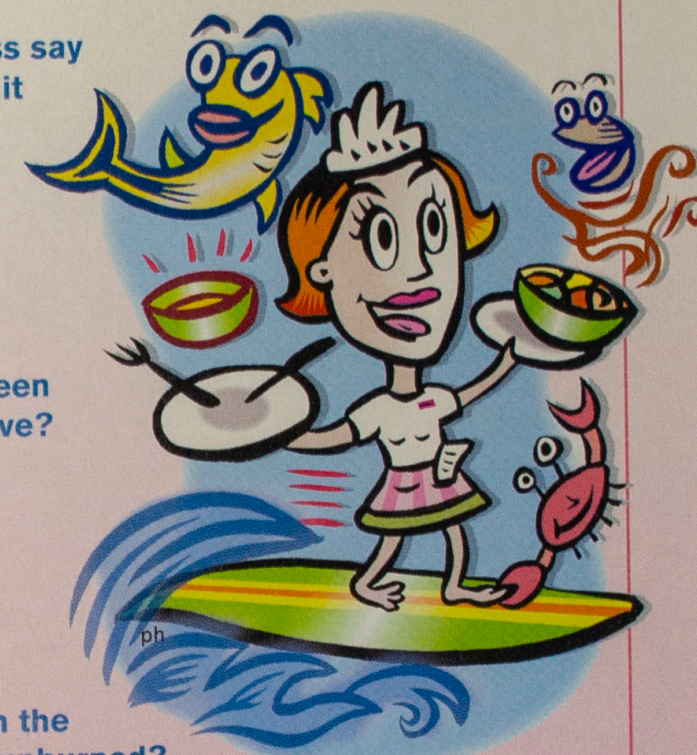
Was the lifeguard sincere about wearing sunblock?
No, he was just going through the lotions.

Why did the tree try to get sunburned?
He wanted to be a redwood.

What do you call R.L. Stine's sunscreen?
Writer's block.

Why can you always bet on another wave rolling in?
Because it's a shore thing.

What did the scientist order on a hot day?
An ice-cream clone.



I'd prefer an ice-cream clone.



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ANSWERS Real

We'll Have a Hot Town in the Old Time Tonight (page 4): The real hot places are Hot Springs, Arkansas; Fire Island, New York; Burnt Corn, Alabama; Flaming Gorge National Recreation Area, Wyoming; and Sparks, Nevada.

Hide Park (pages 8-9): BUILDINGS IN BACKGROUND: Mosque: coin-roll wrappers, flower bulb, jingle bell, carpenter's crayon, onion, striped birthday candle, Hershey's Hug candy. **Green-domed building:** votive candle, Scrabble tiles, dollar bill. **Red-roofed building:** pushpins, inflator needle (for blowing up balls, etc.), pen nibs, Christmas lights, three-year checkbook calendar. **Church:** bullets, jack (from game of jacks), watchband, graham cracker. **Remaining buildings:** talcum-powder tin, alphabet blocks, felt-tip marker, dice, green pencil-tip eraser, gum erasers, Monopoly house, baseball-game ticket. **MIDDLE AREA, LEFT SIDE** (starting with trees near buildings): broccoli, miniature rolling pin, cigar box, combs, maze puzzle, pastels, pretzel sticks, swizzle sticks, package handle, cinnamon stick, shoelace. **Lamppost:** acorn cap, marble, lipstick brush, foreign coin. **Stairway and grounds:** bread cubes, dominoes, penguin-shaped sponge, handbag, chocolate squares, Brussels sprout. **PLAYGROUND:** Boat pond: tortilla chip, Lucite artist's palette. **Castle:** birdseed bell, toilet paper tube. **Gravel:** poppy seeds. **Drinking fountain:** scallop shell, rhinestone earring, chess bishop, foreign coin, dog treats. **Sandbox and contents:** tambourine, cork, spool of blue thread, green plastic thimble, diaper pin, animal cracker, starfish, bread crumbs (sand). **Monkey bars:** table tennis paddle, hair bands, wooden matches, hoop earrings. **Base of tree near swings:** checkers, hairpins. **Swings:** paintbrush (top), garter hook, pencils, green birthday candles, paper clips, acorn, wine cork, pistachio nut, dog biscuits, chess knight, blue book. **Clown slide:** game piece (hat), terry ponytail cinch (hat frill), vegetable peeler, magnet, paper clamps, candy cake decorations, shohorn, paddle-ball toy. **Fence:** wooden coat hangers, bobby pins, black crayons, drill bits (fence in back). **Fence area:** kidney beans (stones), chocolate cookie (drain cover). **Lamppost:** Christmas ornament (top), brass doorknob, champagne cork cage. **Bench and squirrel:** melba toast, wall hooks, pussy willow catkin. **ZOO** (top right): Basket, red pick-up stick, wallet, Brazil nuts, clothespins. **Gate:** black chess pawns, fine-point pens, striped sunflower seed. **IN THE PATHWAY:** Gazebo: badminton shuttlecock. **Tree:** brown leather glove. **Lamppost:** black chess pawn (top), toy ring in plastic bubble from vending machine, ball-point pen with cap, doorbell. **Ice-cream cart:** nail, diaper pins, single-edge razor blades, tapestry sewing needle, chafing-dish candle, supermarket bonus stamp, metal thimble (partially shown), tiny padlock. **Ground:** pennies, poppy seeds, black-eyed peas. **Ice-cream vendor and customers:** key-chain clasps (his coin holder), dried maple-seed case (girl's ponytail).

Funky and Miriam's House of Random Words (page 36): The real definition is 1: "a crusty, ill-tempered person."

Go, Packers! (page 42): A-3 (all items have holes); B-2 (all items rhyme with keys); C-5 (all items begin with the letter V); D-4 (all items come in pairs); E-1 (all items end in the letter O).

Putt It to the Test (page 52): 1-T, 2-F, 3-T, 4-F, 5-F, 6-F, 7-T, 8-F, 9-F, 10-T, 11-T.

Nickel O Puzzle (page 58): 1-D (Good Burger); 2-G (Ooze News); 3-F (Ho! Ho! Ho!); 4-A (007); 5-B (foot odor); 6-E (Shelby Woo); 7-C (foot-long hot dog).

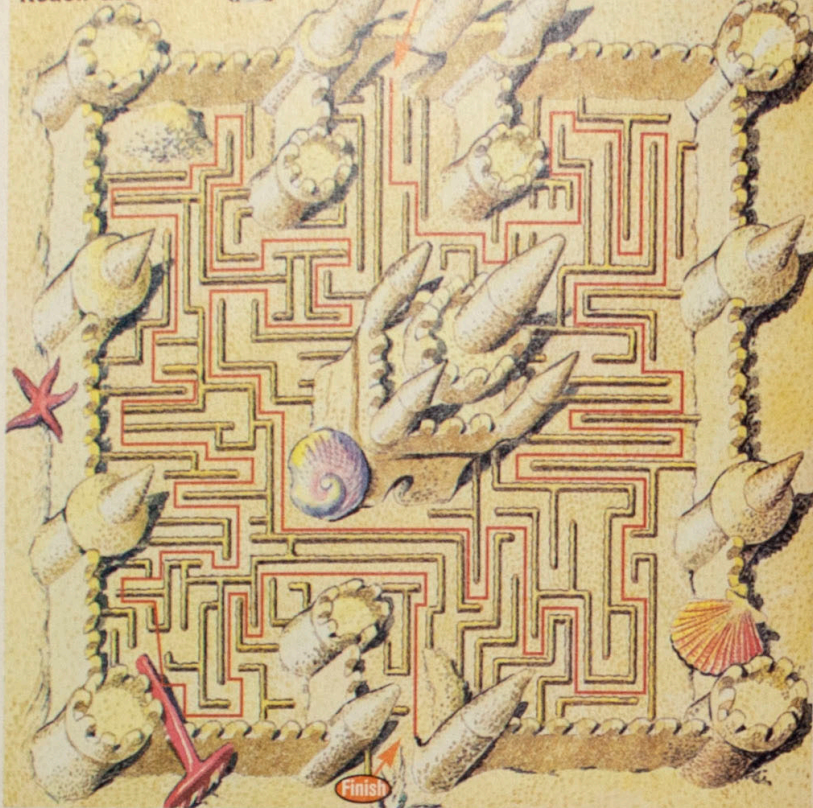
Face to Face (page 60): The boy in the picture is Grant Hill.



GOOF TROUPE:

In our June/July issue, we referred to Macho Man Randy Savage as Randy "Macho Man" Savage. We "are very" sorry. In the "five" facts in our June/July issue, we listed the pentathlon fact twice. We humbly plead the fifth. We also should have mentioned that Godzilla, who appeared on our June/July cover and inside the issue, is a registered trademark of Toho © & 1998 Toho Co. Ltd. Grrrrrr.

Reach the Beach (page 24):



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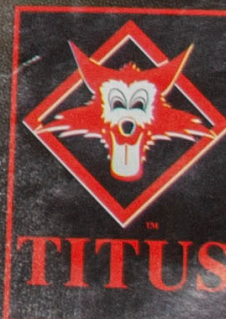


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